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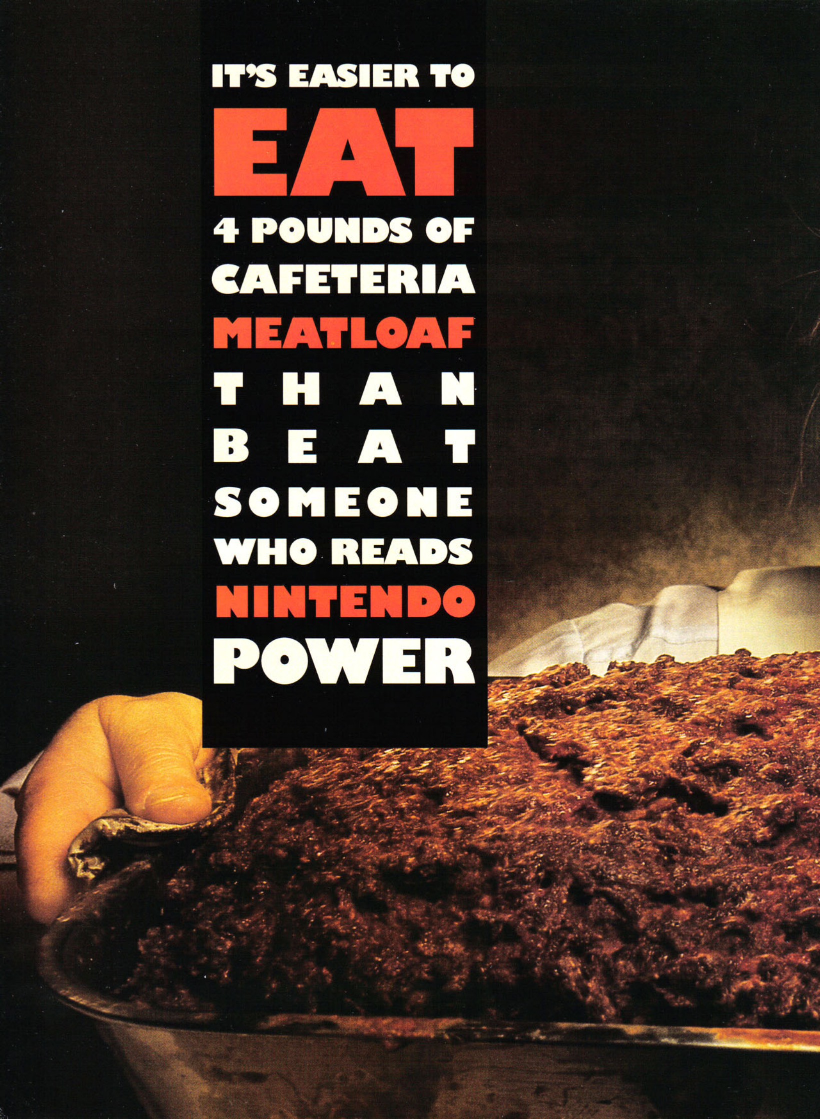
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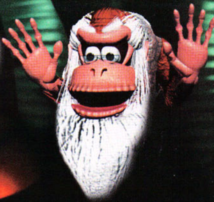

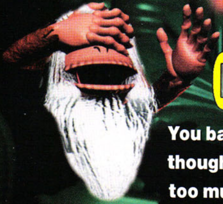

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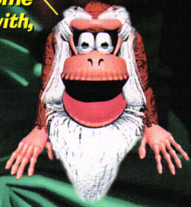
You battled your way through the Kongo Jungle. Spelunked though Monkey Mines without too much trouble. But swinging through Vine Valley was another story... a real monkey on your back! You don't even want to think about Gorilla Glacier! Lucky for you, there's help. Give Nintendo's **Automated Game Tip** line a call at 1-206-885-7529 and touch-tone your way through Donkey Kong Country and many other tough games that are giving players fits these days. It's really easy! If you'd like to talk to a live **Game Play Counselor**, call 1-900-288-0707 in the U.S. *($.95/min)* or 1-900-451-4400 in Canada *($1.25/min)* to get professional game play help on over 1500 Super NES, Game Boy and NES titles!


Hey! I'll bet there are other games you could use some help with, too!

Now get back out there and smash some Kremlings!

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Nintendo
Play It Loud

If you want to get a sneak peak at the upcoming news in video games, you need to hit the Consumer Electronics Show. Couldn't get a ticket? Well, we've got the next best thing! Get an insider's look at the top games of the show.

NP AWARD NOMINEES

What do you think was the best game of 1994? Best hero? Worst villain? Here's your chance to tell us. When you vote for your favorite games, you'll have a chance to win yourself some prizes, as well!

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EPIC CENTER

•(There are fires all over t
place.
•It's hot!)

Don't miss all of the latest RPG news in the Epic Center. This month, get an exclusive behind the scenes look at Enix's new game, King Arthur: Knights of Justice, and an in-depth preview of Nintendo's off-the-wall hit, EarthBound. Rounding out the Epic Center are four pages of strategies and tips to get you through some of the toughest RPG problems around.

PLAYER'S PULSE

I just recently received Donkey Kong Country for my 14th B-Day. What an incredible game. The "Making of" video really was awesome. Not only did it prepare me for the game, I also watch it almost every day to psyche myself up before I play it. My mom even commented on how cool it was. She said that it actually looked like a gorilla, not a cartoon like previous games. (For my mom to say so, it must be good.)

SCOTT FOGG
ESCONDIDO, CA

You want to know how well the video prepared me for DK Country? Well, when I watched the video, I was expecting the best game ever made. When I played it, I realized I was wrong. It's the best game that ever WILL be made! Unbelievably excellent! Diddy rules! There is one thing I would change if I could. I would make a 2-player option where DK and Diddy can both play at the same time. Other than that, any change would be unforgivable.

MIKE MAXEY
LA VISTA, NE

Sorry to burst your bubble, Mike. But we will make a game that is better than DK Country! Guaranteed.

I just love the Nintendo Power Index. When I looked at the front of it, I couldn't help but notice it says 2nd Edition. What happened to the 1st Edition? I never got one.

MICHAEL SHELBY
PENSACOLA, FL

We printed a 1st Edition of the Index, but you're not missing anything. All of the information in the 1st Edition is also in the 2nd. The 2nd just includes information on more recent issues. Look for a 3rd Edition—possibly available in the Summer 1995 Super Power Supplies Catalog.

LANETTE ENT,
Will you go out with me?
JERRY ROBINSON
ALINE, OK

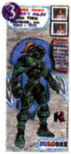
I'm an adult who enjoys Game Boy. I play on the subways, when I'm waiting in lines like at the DMV, at the doctor's office or at the bank. It keeps me from going bananas. For example, I was recently with a group crossing the Canadian border and we had to stand in line for an hour while they checked each of us on their computer. People were angry, but not me, my thumbs were busy. My main use for Game Boy is in the pit. I'm a musician and I play in shows. Very often, it's the same show for three months, so during the dialogue scenes, I enjoy Game Boy. In fact, at this point, I'd go crazy if I didn't have it. I wish you would create more non-violent games for adults. My husband and I hook up with Tetris when we're on long bus rides. We wish there were more games like Tetris that we could enjoy together. Please help us keep our marriage together!

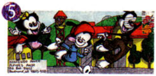
ANN GARVEY
BROOKLYN, NY

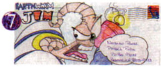
Like we always say, "The couple that plays together, stays together!"

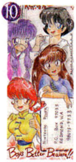
ENVELOPE ART SHOWCASE

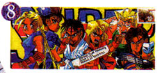
1. Knowland Pina - Ventura, CA
2. Eric Spoeth - St. Paul, AB
3. Leszek Przywara - London, ON
4. Eric Spoeth - St. Paul, AB
5. Karen Tindall - Walnut Creek, CA
6. Young Chang - Tamuning, GU
7. Donna Nightengale - Monmouth, OR
8. Justin Lam - Vancouver, BC
9. Naomi Chiba - Cincinnati, OH
10. Christine White - Niagra Falls, NY

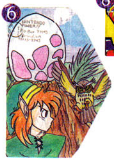


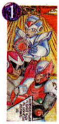


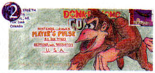


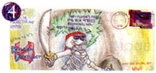


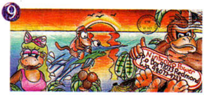












My dad is always telling me to do something creative with my time instead of burning my eyes out in front of my Super NES. I tell him that uppercutting heads and spitting acid is creative enough for me, but he always gets me out of the house one way or another. But (this is the good part) one weekend when we had my cousins over I came out of the living room and BOP! There he was, my dad, reading Nintendo Power! I couldn't believe it! I thought you should have a picture. That's my cousin, Stephanie, who is also an NP subscriber.

PETER VANCE
TWEED, ON

I thought you might like to see this colorful photo of my little brother. As you can see, he gets excited whenever a new Nintendo Power magazine comes in the mail!

SHAYE PEABODY
MORENO VALLEY, CA

IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

Beginning with the January Bonus Issue, the graphic treatments on several of our regular columns changed. Take a look back through some of your older issues and then let us know if the changes we've made have been for the better.

NINTENDO POWER
PLAYER'S PULSE
P.O. BOX 97033
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98073-9733

I am writing to ask about your coverage of Earthworm Jim. In all of the (very) artistic illustrations, Jim looks like a crazed maniac. Is he actually a maniac worm? Does he not have feelings for Queen Slimy...(etc.)...Slug-For-A-Butt? Also, I noticed that one eye has a green iris and one doesn't. How did this happen? Did a childhood accident leave our beloved Jim irisless? (irisless?) If in fact something of that sort happened, I would like to know.

MARK POTNICK
PATASKALA, OH

According to Shiny Entertainment's Doug TenNapel, EWJ's creator, Jim is a victim of circumstance that, when he's forced into protecting his suit, causes him to become a reluctant hero and go ballistic! Under normal conditions, Jim's a pretty easy goin' guy. Doug also clued NP into what the deal is with Jim's irises by saying, "It's kind of a David Bowie thing."

W Why do so many games have sad parts in them? In Secret of Mana, my sister and I thought it would be the ultimate game ever made....until we found out what the ending was like and what happened to the Mana Tree. We were totally disappointed.

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POWER CHARTS

1
Betcha won't get

SUPER NES TOP 20

THIS MONTH	GAME NAME	LAST MONTH	MONTHS ON THE CHART
1	DONKEY KONG COUNTRY	1	5
2	FINAL FANTASY III	2	3
3	SUPER METROID	6	11
4	MEGA MAN X	10	15
5	THE LEGEND OF ZELDA: A LINK TO THE PAST	5	38
6	MORTAL KOMBAT II	3	6
7	EARTHWORM JIM	7	5
8	SUPER PUNCH-OUT!!	8	4
9	MEGA MAN X2	NEW	1
10	NBA JAM	14	13
11	THE LION KING	15	4
12	SECRET OF MANA	NOT RANKED	15
13	ILLUSION OF GAIA	19	4
14	MIGHTY MORPHIN POWER RANGERS	16	5
15	SUPER MARIO KART	NOT RANKED	27
16	NHL HOCKEY '95	11	2
17	MADDEN NFL '95	18	2
18	KEN GRIFFEY JR. PRESENTS MLB	NOT RANKED	11
19	SUPER STREET FIGHTER II	NOT RANKED	8
20	NBA JAM TOURNAMENT EDITION	20	2

GAME BOY TOP 10

VOL. 70	GAME	VOL. 69	TOTAL MONTHS
1	DONKEY KONG	1	10
2	WARIO LAND: SUPER MARIO LAND 2	2	9
3	DONKEY KONG LAND	5	2
4	KIRBY'S DREAM LAND	8	28
5	NBA JAM	NEW	1
6	TETRIS	10	30
7	MADDEN '95	NEW	1
8	SPACE INVADERS	NEW	1
9	METROID II: RETURN OF SAMUS	4	39
10	THE LEGEND OF ZELDA: LINK'S AWAKENING	3	23

TOP 10 EPICS

VOL. 70	GAME	SYSTEM	RELEASE DATE
1	FINAL FANTASY III	SUPER NES	OCT. '94
2	THE LEGEND OF ZELDA: A LINK TO THE PAST	SUPER NES	APR. '92
3	SECRET OF MANA	SUPER NES	OCT. '93
4	ILLUSION OF GAIA	SUPER NES	SEPT. '94
5	BREATH OF FIRE	SUPER NES	AUG. '94
6	ROBOTREK	SUPER NES	OCT. '94
7	DRAGON VIEW	SUPER NES	NOV. '94
8	RISE OF THE PHOENIX	SUPER NES	MAR. '95
9	ULTIMA VII: THE BLACK GATE	SUPER NES	NOV. '94
10	MIGHT & MAGIC III: ISLES OF TERRA	SUPER NES	JAN. '95

MOST WANTED

Here they are! These are the most wanted games, according to the readers of Nintendo Power. They're the hottest properties coast to coast.

1. DONKEY KONG COUNTRY (SUPER NES)
2. MEGA MAN X2 (SUPER NES)
3. FINAL FANTASY III (SUPER NES)
4. DONKEY KONG LAND (SUPER GAME BOY)
5. EARTHWORM JIM (SUPER NES)
6. X-MEN: THE MUTANT APOCALYPSE (SUPER NES)
7. ILLUSION OF GAIA (SUPER NES)
8. THE LEGEND OF ZELDA: A LINK TO THE PAST (SUPER NES)
9. SUPER METROID (SUPER NES)
10. SUPER PUNCH-OUT!! (SUPER NES)

HALL OF FAME

Do you have an all-time favorite game? These are a few of the titles that have topped the charts for months on end.

GAME NAME	MONTHS ON THE CHARTS	HONORS
METROID	78 MONTHS	Samus's first adventure on Zebes was a bit of a sleeper when it was first released, but it gained a reputation as a gamer's game. When Samus's Game Boy and Super NES adventures arrived, the original NES adventure experienced a revival in popularity.
DR. MARIO	49 MONTHS	Dr. Mario was a fevered hit among puzzle game fans. Both the NES and Game Boy versions were hugely successful, and that success is carrying over into the newest game pak, Tetris & Dr. Mario.
DRAGON WARRIOR	20 MONTHS	This is the original NES Role-Playing hit! The popularity of this classic led to four other NES Dragon Warrior titles, as well as an upcoming Super NES adventure.

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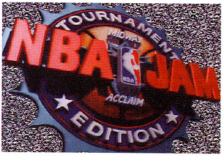
NBA JAM ®
T.E.
TOURNAMENT EDITION

Acclaim's new NBA Jam Tournament Edition will soon be heating things up. That means that your Super NES will be on fire and your friends will go ballistic. It doesn't matter if you're jamming with four players or just one, because the arcade action is hot, the new options sizzle, and with our exclusive first-look at some of the secret Jam Tournament codes, you'll be cooking as soon as you unwrap the Pak. If you just got back from Mars and missed the action last year with the original NBA Jam, here's what it's all about: you play two-on-two with Turbomoves that scorch the court. Tap in special codes to play with secret players. It sounds simple, but the action is furious. There are Power-Ups, injuries and super moves that will rock the arena. Of course, if you've been right here on earth, you've already Jammed 'til the quarters ran out. So what's different about this year's Slamfest? Better graphics and sound, sure. Also, a battery-backed memory to save records for 16 players. Substitutions. Team choices. Juice Mode (for extra speed). Hot Spots (for extra points). And all-new codes.

JAM IT HOME

So what is the best version of NBA Jam? The bottom line is this: NBA Jam Tournament Edition for the Super NES is the best Jam available for a home video game system. Since much of the game play is similar to the original NBA Jam, you might want to take it for a test dribble first.



	ORIGINAL JAM	TOURNAMENT EDITION
Total NBA Players	54	122
Players Per Team	2	3 +
Number of Player Stats	4	8
Teams Can Play Selves	No	Yes
Injury Stats	No	Yes
Battery Backed Memory	No	Yes

CUSTOM JAM

Besides the Team Options for three or four players, you can set Tag Mode, Computer Assistance to handicap hot players, Hot Spots, Power-Up Icons, Juice Speed (1 to 4) and Tournament Mode. And if you slam through the league playing with one team, you can access even more options, including larger rosters!

WAY TO PLAY

HEAD-TO-HEAD

Challenge your friends or play against a randomly selected computer opponent. When selecting your team, be sure to choose the player configuration that lets you control your favorite NBA star. Use the A or B Button to cycle through the choices. You'll have six ways to pair up the three players.

TEAM GAME

Team up two-on-one against a computer controlled opponent in the Team Game option. Cooperative play is great practice for when you take on two other players in the multi-player mode. It's also a challenge in itself, especially when you jack up the Juice Speed.

TOURNAMENT MODE

This is the real thing. No handicaps. No mercy. In Tournament Mode, you won't find Power-Ups or Computer Assistance or any feature on the Special Options menu like Hot Shots or Juice Mode. You can play Head-To-Head or Team versions of Tournament. Think of it as NBA Jam raw.

WHO TO PLAY

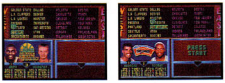
SCOUT

If you don't know which player to choose, or you don't know which team to choose, watch them in action for a while and check out the eight categories of stats on each player. In a Tag Mode game, it's important to combine two players with complementary skills. The general rule is to use the player with the best stats.

PRESS START
PRESS START

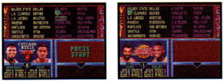
POWER

Power refers to the player stat for strength and endurance. What makes the Power stat important is that highly rated Power players won't get injured as easily and won't be thrown around as much as less powerful players. If you don't have to substitute an inferior player, you'll have an edge.



CLUTCH

Down the stretch, when the going gets toughest and just before the fat lady sings, you'll need the Clutch player. This guy doesn't choke or fall apart or throw in the towel. When the cards are down and the bear is on your back, you can count on a Clutch player. Like the Power stat, this stat pays off in the fourth quarter.

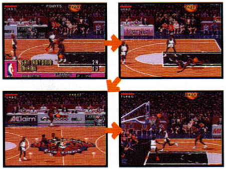


BURNING THE BOARDS

Strategies in NBA Jam can include the careful selection of teams and players and the skillful use of Turbo moves and special options. Use the Practice option to get a feel for the controls. Below are some of the Power-patented strategies that you can use to get the edge when Jamming.

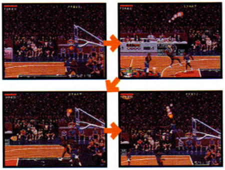
KNOCK DOWN

No one ever said that basketball was a kinder, gentler sport. You've got to be in your opponent's face. If he is low on Power, you can injure him, making him less effective. He may even have to swap out a star player in the crucial fourth quarter.



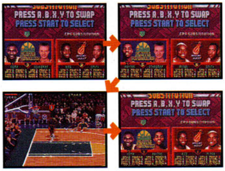
ON FIRE

If you make three shots in a row, you catch "On Fire," which means that you have unlimited Turbo and a higher shooting percentage for the next four shots or until the opponent sinks one. Use dunks and pressure defense to light yourself up.



SUBSTITUTIONS

Injured players can be switched out for healthy ones after the first, second and third quarters. An injured player regains total strength after sitting out one quarter. Make sure that your strongest lineup is in the game at the end.

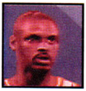


WESTERN CONFERENCE

Check out the best in the west, and the worst, too. From the powerhouse Rockets, Suns and Sonics to the out-at-sea Clippers we've got the scouting reports on them all. Our recommendations go to the strongest players, but you might have even more fun and challenge with a lower-ranked player or team.

GOLDEN STATE WARRIORS

The Warriors' player choices include Gugliotta, Sprewell and Seikaly. None is a great Clutch player, but they all have great inside ability for Dunks and Blocked shots.



SPREWELL

SPEED	6	POWER	4
3 PTS	7	STEAL	3
DUNK	8	BLOCK	8
PASS	8	CLUTCH	5

GUGLIOTTA

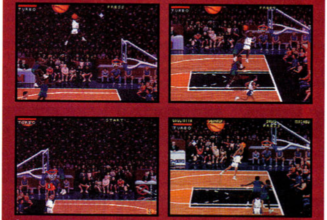
SPEED	7	POWER	8
3 PTS	7	STEAL	4
DUNK	7	BLOCK	5
PASS	5	CLUTCH	4

SEIKALY

SPEED	3	POWER	6
3 PTS	3	STEAL	3
DUNK	8	BLOCK	8
PASS	4	CLUTCH	3

PLAYER PICKS

Go with Gugliotta for one-player games. His overall balance and good Power rating will keep you in the game. For teams, choose Gugliotta and Sprewell. Sub in Seikaly for Sprewell if necessary.



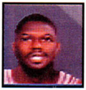
Sprewell has the hottest hand for the Warriors, but his Power is low. Gugliotta is a powerful rebounder and he has a great reverse dunk. Seikaly's slow speed makes him a poor choice except as a sub for the other players.

LOS ANGELES CLIPPERS

Richardson, Roberts and Sealy aren't likely to overwhelm anyone in Tournament Jam. Chances are you'll have to make some smart substitutions to keep them all in the game.

RICHARDSON

SPEED	8	POWER	2
3 PTS	8	STEAL	6
DUNK	2	BLOCK	6
PASS	8	CLUTCH	6



ROBERTS

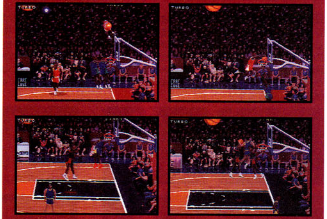
SPEED	1	POWER	9
3 PTS	4	STEAL	2
DUNK	3	BLOCK	8
PASS	3	CLUTCH	2

SEALY

SPEED	6	POWER	5
3 PTS	4	STEAL	1
DUNK	7	BLOCK	6
PASS	4	CLUTCH	2

PLAYER PICKS

Richardson is the key. He's the closest thing to a Clutch player, but his Power is low so you should substitute to keep him in at the end. Sealy provides the most overall strength to help Richardson with Dunks.



Richardson is the go-to guy for the Clippers. Go to him when he's beyond the three-point perimeter. He can sink the wild shot as well as anyone in the league.

LOS ANGELES LAKERS

The Lakers aren't what they used to be, but they have the Clutch players to carry you if you manage to keep the game close. It won't be easy. Power is a weakness, so make substitutions.

DIVAC

SPEED	3	POWER	6
3 PTS	5	STEAL	4
DUNK	7	BLOCK	7
PASS	2	CLUTCH	8

PEELER

SPEED	8	POWER	0
3 PTS	7	STEAL	4
DUNK	4	BLOCK	2
PASS	4	CLUTCH	8

VAN EXEL

SPEED	7	POWER	4
3 PTS	4	STEAL	2
DUNK	5	BLOCK	6
PASS	5	CLUTCH	6

PLAYER PICKS

Divac is the strongest player for a one-player game. Team him with Van Exel, but sub in Peeler at the end of the contest for his three-point ability and Clutch rating.

PHOENIX SUNS

The overall strength of Manning, Majerle and Johnson gives you an advantage over most teams. Blocking shots is their big weakness, so use Turbo on defense.

MAJERLE

SPEED	5	POWER	5
3 PTS	8	STEAL	4
DUNK	4	BLOCK	3
PASS	6	CLUTCH	9

JOHNSON

SPEED	8	POWER	1
3 PTS	7	STEAL	7
DUNK	2	BLOCK	0
PASS	8	CLUTCH	7

MANNING

SPEED	7	POWER	6
3 PTS	7	STEAL	4
DUNK	7	BLOCK	5
PASS	4	CLUTCH	7

PLAYER PICKS

Manning is the most balanced of the three Suns, but it's hard to ignore Majerle's three-point ability and Clutch performance. Choose Majerle and team him with Manning.

PORTLAND TRAILBLAZERS

The Blazers have a real superstar with Drexler, and both Porter and Robinson make for interesting team combinations. Porter's three pointers never miss.

PORTER

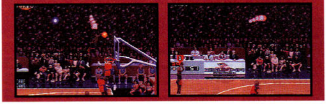
SPEED	8	POWER	4
3 PTS	8	STEAL	8
DUNK	1	BLOCK	0
PASS	8	CLUTCH	3

DREXLER

SPEED	7	POWER	4
3 PTS	6	STEAL	5
DUNK	9	BLOCK	6
PASS	5	CLUTCH	6

PLAYER PICKS

Drexler's the man, but Robinson adds defense while Porter brings offense to a team combo. Robinson's power is a definite plus.

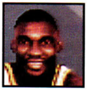


ROBINSON

SPEED	5	POWER	9
3 PTS	3	STEAL	3
DUNK	7	BLOCK	9
PASS	4	CLUTCH	2

SEATTLE SUPERSONICS

The Sonics can do it all with the chosen three of Kemp, Payton and Schrempf. In combinations, they have no weaknesses, but individually each has a few question marks.

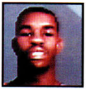


KEMP

SPEED........8 **POWER......8**
3 PTS..........5 **STEAL........3**
DUNK.........9 **BLOCK.......8**
PASS..........3 **CLUTCH.....6**

SCHREMPF

SPEED........3 **POWER......8**
3 PTS ....6 **STEAL........4**
DUNK.........4 **BLOCK 6**
PASS..........5 **CLUTCH.....6**



PAYTON

SPEED........8 **POWER......5**
3 PTS..........5 **STEAL........7**
DUNK ....1 **BLOCK........1**
PASS..........8 **CLUTCH.....4**

PLAYER PICKS

Kemp and Payton make a dream team by themselves. They complement each other perfectly. Choose Kemp if you go it alone. Schrempf is a smart sub at the end.

SACRAMENTO KINGS

Once a pushover in the west, Sacramento has picked up some talent. Power is a problem, except for Richmond, and the Kings' defense is nothing to write home about.

WEBB

SPEED........9 **POWER......2**
3 PTS ....3 **STEAL........3**
DUNK.........8 **BLOCK 5**
PASS..........5 **CLUTCH.....6**

RICHMOND

SPEED........7 **POWER......8**
3 PTS ....9 **STEAL 5**
DUNK.........3 **BLOCK 2**
PASS..........6 **CLUTCH.....7**

SIMMONS

SPEED........5 **POWER......3**
3 PTS..........1 **STEAL........6**
DUNK ....5 **BLOCK 5**
PASS..........6 **CLUTCH.....4**

PLAYER PICKS

Richmond should be your first choice, but Webb's Speed and Dunk ratings make him a powerhouse while he's in the game. Switch between Webb and Simmons.

DALLAS MAVERICKS

The Mavs don't have the overall strength of some teams, but Mashburn can keep you close. Dunks are a weak spot. Davis adds some defense.

MASHBURN

SPEED........8 **POWER......8**
3 PTS ....8 **STEAL........3**
DUNK ....7 **BLOCK 6**
PASS..........6 **CLUTCH.....4**

JACKSON

SPEED........8 **POWER......5**
3 PTS ....6 **STEAL........5**
DUNK ....1 **BLOCK........3**
PASS..........9 **CLUTCH.....6**

PLAYER PICKS

Mashburn is your best bet. His three point shot will keep you close. Team him with Jackson unless the you fall behind, then switch to Davis.

DAVIS

SPEED ....1 **POWER......4**
3 PTS..........1 **STEAL........5**
DUNK.........3 **BLOCK 7**
PASS..........6 **CLUTCH.....5**

DENVER NUGGETS

There's gold in them thar hills. Denver's Mutombo and Abdul-Rauf make an excellent combination. Although each has weaknesses, they complement each other well.

MUTOMBO

SPEED	5	POWER	8
3 PTS	1	STEAL	2
DUNK	8	BLOCK	9
PASS	1	CLUTCH	6

ABDUL-RAUF

SPEED	8	POWER	4
3 PTS	9	STEAL	6
DUNK	2	BLOCK	3
PASS	6	CLUTCH	8

ELLIS

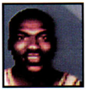
SPEED	6	POWER	5
3 PTS	5	STEAL	2
DUNK	6	BLOCK	5
PASS	3	CLUTCH	3

PLAYER PICKS

Mutombo is dominating if you stick to an inside game. If you're teaming up or playing Tag, add Abdul-Rauf and make sure he's healthy in the fourth quarter.

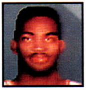
HOUSTON ROCKETS

Olajuwon is one of the most dominant players in the game. He does everything but the downtown jumper. Neither Horry nor Thorpe gives you an outside dimension.



OLAJUWON

SPEED	8	POWER	9
3 PTS	2	STEAL	3
DUNK	9	BLOCK	9
PASS	4	CLUTCH	9



HORRY

SPEED	7	POWER	8
3 PTS	6	STEAL	6
DUNK	8	BLOCK	6
PASS	7	CLUTCH	7

THORPE

SPEED	5	POWER	7
3 PTS	6	STEAL	4
DUNK	7	BLOCK	5
PASS	5	CLUTCH	4

PLAYER PICKS

This is a tough one. Olajuwon. He *is* the Rockets. Horry is the best man to team with Olajuwon. Thorpe would be a great second man on most other teams.

MINNESOTA TIMBERWOLVES

You may end up howling at the moon, or at your opponent, if you choose the T-Wolves. Weaknesses include Power, Stealing and Blocking.

WEST

SPEED	5	POWER	3
3 PTS	9	STEAL	4
DUNK	5	BLOCK	3
PASS	9	CLUTCH	9

RIDER

SPEED	9	POWER	6
3 PTS	4	STEAL	5
DUNK	9	BLOCK	5
PASS	5	CLUTCH	5

PLAYER PICKS

Rider is the best overall. His Speed and Dunk ratings make him a powerful force in the NBA Jam style of inside play. West is second best.

LAETTNER

SPEED	5	POWER	4
3 PTS	6	STEAL	3
DUNK	4	BLOCK	6
PASS	0	CLUTCH	6

SAN ANTONIO SPURS

The Spurs may not be able to hit an outside shot to save their lives, but they'll block everything that their opponents toss up and then they'll take it down the court and slam it home.

ROBINSON

SPEED	7	POWER	8
3 PTS	3	STEAL	3
DUNK	8	BLOCK	9
PASS	5	CLUTCH	8

RODMAN

SPEED	8	POWER	9
3 PTS	2	STEAL	7
DUNK	7	BLOCK	9
PASS	5	CLUTCH	4

ELLIOTT

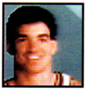
SPEED	7	POWER	4
3 PTS	6	STEAL	5
DUNK	6	BLOCK	6
PASS	5	CLUTCH	5

PLAYER PICKS

Robinson can block, dunk and stay in the game until the end. Rodman has an outside shot like a brick, but he's still the best teammate.

UTAH JAZZ

Playing the Jazz is a matter of substituting Stockton and Hornacek intelligently and making sure Stockton is in the game and healthy at the end. Malone will do the rest all by himself.



STOCKTON

SPEED	8	POWER	0
3 PTS	9	STEAL	9
DUNK	0	BLOCK	0
PASS	9	CLUTCH	8

MALONE

SPEED	7	POWER	9
3 PTS	4	STEAL	3
DUNK	9	BLOCK	8
PASS	5	CLUTCH	8

HORNACEK

SPEED	6	POWER	3
3 PTS	8	STEAL	4
DUNK	0	BLOCK	4
PASS	7	CLUTCH	6

PLAYER PICKS

In non-Tag games, be sure to control Stockton and keep him healthy when it counts. Malone can go the distance.

THE FIRST SECRET CELEBRITY JAM CODES!

Nintendo Power has uncovered the first two secret player celebrity codes for NBA Jam Tournament Edition. We're working on the rest and hope to get them to you next month

President Clinton

INITIALS	CODE
CIC	ANB

Frank Thomas

INITIALS	CODE
SOX	BNA

ENTERING THE CODES

To enter any Secret Player code, begin by going to the game screen where you enter your initials. Enter the three letters marked in the Initial column one at a time. You must also activate each initial by pushing the Start Button and the Button indicated under the Code column. If "N" appears in the Code column, push the A, B, X, or Y Buttons, but don't push Start. For example, to activate the first initial of the Frank Thomas code, SOX BNA, you'd enter the initial "S" then push Start and the B Button. Activate the second initial for Frank Thomas "O" by pushing A, B, X or Y. Finally, enter the initial "X" and push Start and the A Button. After entering each initial and activating it with its Code, you'll bring up the Secret Player.

EASTERN CONFERENCE

Eastern Conference teams are a bit weaker on the whole than the Western teams, but some of the best players are there. Shaq isn't, and that's something to keep in mind if you're expecting to find him. If you want a strong team, go with Chicago, New York, Cleveland or Orlando. Atlanta and Charlotte also field strong trios.

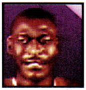
ATLANTA HAWKS

Atlanta Hawks

The Hawks are a bit weak from beyond the three point line, but they have most of the other bases covered. Any pairing of the Hawks will result in a solid team.

WILLIS

SPEED	6	POWER	9
3 PTS	3	STEAL	0
DUNK	8	BLOCK	9
PASS	4	CLUTCH	1



BLAYLOCK

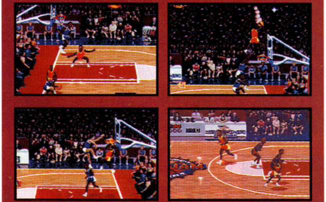
SPEED	8	POWER	5
3 PTS	5	STEAL	8
DUNK	3	BLOCK	4
PASS	7	CLUTCH	7

AUGMON

SPEED	8	POWER	7
3 PTS	7	STEAL	3
DUNK	7	BLOCK	7
PASS	5	CLUTCH	8

PLAYER PICKS

Willis and Augmon make up the best duo. Willis's weakness in the Clutch category may haunt you at the end of the game, but with any luck you won't be in a close contest.



Keep Willis under the basket on D so he can pound the boards. Blaylock delivers defense. He also throws a mean outlet pass.

CHARLOTTE HORNETS

Between Mourning and Johnson, you'll have five of the eight categories covered with top ratings, but outside shooting is not among those strengths.

JOHNSON

SPEED	8	POWER	9
3 PTS	5	STEAL	3
DUNK	9	BLOCK	8
PASS	3	CLUTCH	7

MOURNING

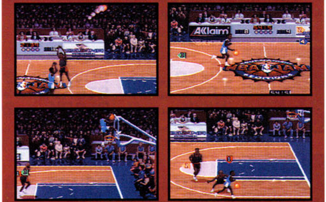
SPEED	7	POWER	9
3 PTS	5	STEAL	4
DUNK	8	BLOCK	9
PASS	5	CLUTCH	9

BOGUES

SPEED	9	POWER	2
3 PTS	7	STEAL	9
DUNK	0	BLOCK	2
PASS	8	CLUTCH	2

PLAYER PICKS

Mourning packs the most sting on the Hornets roster. Johnson is also very strong. Bogues adds too little to make him a sound choice unless you need to steal the ball.



Johnson and Mourning both give you awesome dunks. Bogues' quickness and thieving skills pay off in substitution.

CHICAGO BULLS

Chicago has a strong team, but individually the players have some weaknesses, number one among them Power. The trick to winning with the Bulls is to keep players uninjured.

PIPPEN

SPEED	8	POWER	3
3 PTS	6	STEAL	9
DUNK	9	BLOCK	5
PASS	7	CLUTCH	5

ARMSTRONG

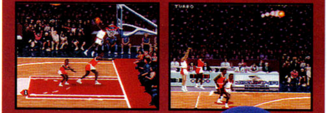
SPEED	8	POWER	0
3 PTS	9	STEAL	4
DUNK	0	BLOCK	0
PASS	5	CLUTCH	9

KUKOC

SPEED	6	POWER	4
3 PTS	6	STEAL	7
DUNK	2	BLOCK	7
PASS	9	CLUTCH	9

PLAYER PICKS

Any combination except Armstrong and Kukoc is pretty good. The best bet is to choose Pippen and keep him from being banged up.



CLEVELAND CAVALIERS

The Cavs are similar to the Bulls in that the players individually have some weak areas. Daugherty and Wilkins are almost interchangeable. Price is the key, but his Power is low.

PRICE

SPEED	8	POWER	2
3 PTS	9	STEAL	9
DUNK	0	BLOCK	0
PASS	7	CLUTCH	8

DAUGHERTY

SPEED	7	POWER	6
3 PTS	3	STEAL	3
DUNK	8	BLOCK	7
PASS	4	CLUTCH	6

WILKINS

SPEED	6	POWER	6
3 PTS	3	STEAL	2
DUNK	5	BLOCK	9
PASS	6	CLUTCH	6

PLAYER PICKS

Team Price with Daugherty and choose Price as your player. You might have to substitute, but make sure Price is in the game at the end.

DETROIT PISTONS

Miller and Mills have identical stats, which should suggest that they can be played with equal confidence. Dumars is a clean up guy.

DUMARS

SPEED	8	POWER	3
3 PTS	7	STEAL	4
DUNK	0	BLOCK	2
PASS	5	CLUTCH	8

MILLER

SPEED	7	POWER	6
3 PTS	6	STEAL	5
DUNK	6	BLOCK	7
PASS	5	CLUTCH	5

PLAYER PICKS

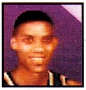
Dumars may be the Clutch player, but the strengths of Miller and Mills together outweigh that asset. Choose the M&M team.

MILLS

SPEED	7	POWER	6
3 PTS	6	STEAL	5
DUNK	6	BLOCK	7
PASS	5	CLUTCH	5

INDIANA PACERS

The Pacers are only average when it comes to talent. Miller provides the offense while Smits and McKey add specialty skills. Watch out for Miller's health.



MILLER

SPEED	7	POWER	4
3 PTS	9	STEAL	5
DUNK	5	BLOCK	4
PASS	6	CLUTCH	8

SMITS

SPEED	2	POWER	8
3 PTS	2	STEAL	1
DUNK	4	BLOCK	8
PASS	3	CLUTCH	6

McKEY

SPEED	3	POWER	6
3 PTS	2	STEAL	4
DUNK	6	BLOCK	4
PASS	7	CLUTCH	2

PLAYER PICKS

Go with Miller for his offense and team him with McKey. Use Smits only for injury substitutions.

MILWAUKEE BUCKS

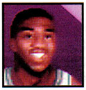
If you want a challenge, choose the Bucks. This is a team without great strength, so selecting a combo is important. Minimize your use of Baker.

MURDOCK

SPEED	8	POWER	5
3 PTS	8	STEAL	4
DUNK	3	BLOCK	1
PASS	2	CLUTCH	5

DAY

SPEED	6	POWER	4
3 PTS	4	STEAL	6
DUNK	5	BLOCK	5
PASS	6	CLUTCH	5



BAKER

SPEED	7	POWER	2
3 PTS	4	STEAL	2
DUNK	7	BLOCK	9
PASS	1	CLUTCH	2

PLAYER PICKS

Murdock and Day make the best pair, which isn't saying much. Use Turbo on defense to compensate for poor blocking.

BOSTON CELTICS

The glory days of the Celts are long gone and Wilkins, Brown and Radja aren't likely to restore them. You'll have to sub with all three.

WILKINS

SPEED	8	POWER	3
3 PTS	6	STEAL	4
DUNK	9	BLOCK	8
PASS	2	CLUTCH	8

BROWN

SPEED	8	POWER	1
3 PTS	7	STEAL	6
DUNK	8	BLOCK	2
PASS	6	CLUTCH	9

PLAYER PICKS

Wilkins is the best, so choose him. Team him with Radja, who can shoot long and steal the ball. Brown can relieve Wilkins if necessary.

RADJA

SPEED	5	POWER	5
3 PTS	9	STEAL	8
DUNK	2	BLOCK	4
PASS	6	CLUTCH	4

MIAMI HEAT

A lack of Power is the biggest problem with the Heat—apparently they can't take it. You'll have to sub in and out every quarter to keep these guys healthy

MINER

SPEED	9	POWER	2
3 PTS	5	STEAL	7
DUNK	9	BLOCK	6
PASS	7	CLUTCH	8

RICE

SPEED	7	POWER	3
3 PTS	9	STEAL	4
DUNK	6	BLOCK	4
PASS	5	CLUTCH	8

SMITH

SPEED	7	POWER	2
3 PTS	6	STEAL	7
DUNK	8	BLOCK	6
PASS	7	CLUTCH	8

PLAYER PICKS

Since you're going to switch between all three, it doesn't really matter who you use. Rice may the best bet to use down the stretch.

NEW JERSEY NETS

The Nets have lots of holes to fill, but you won't find help with the standard trio. Outside shooting is a weakness, as is defense. Fortunately, Coleman is good enough to keep things interesting.

COLEMAN

SPEED	7	POWER	9
3 PTS	7	STEAL	2
DUNK	8	BLOCK	8
PASS	4	CLUTCH	8

ANDERSON

SPEED	9	POWER	2
3 PTS	7	STEAL	7
DUNK	0	BLOCK	1
PASS	8	CLUTCH	7

EDWARDS

SPEED	6	POWER	9
3 PTS	4	STEAL	4
DUNK	7	BLOCK	4
PASS	3	CLUTCH	2

PLAYER PICKS

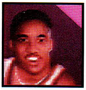
Begin and end with Coleman, giving him a break in the third quarter. Edwards is consistent, but use Anderson for Clutch.

NEW YORK KNICKS

With his dominating center play, Ewing is the Knicks' backbone, but Starks adds speed and a dangerous, outside shooting threat.

EWING

SPEED	7	POWER	8
3 PTS	4	STEAL	4
DUNK	9	BLOCK	9
PASS	2	CLUTCH	9



STARKS

SPEED	8	POWER	2
3 PTS	8	STEAL	6
DUNK	7	BLOCK	1
PASS	8	CLUTCH	6

PLAYER PICKS

Ewing and Starks combined rate all eights and nines. They are unstoppable. Substitute Oakley in the third quarter.

OAKLEY

SPEED	3	POWER	9
3 PTS	1	STEAL	1
DUNK	5	BLOCK	8
PASS	4	CLUTCH	1

ORLANDO MAGIC

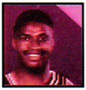
This team isn't the same without Shaq, but it's still pretty good. Clutch play is the biggest question mark, so make sure you keep the players healthy with a comfortable lead or you may run into trouble.

HARDAWAY

SPEED	9	POWER	2
3 PTS	8	STEAL	7
DUNK	3	BLOCK	4
PASS	8	CLUTCH	5

GRANT

SPEED	6	POWER	9
3 PTS	1	STEAL	2
DUNK	8	BLOCK	9
PASS	2	CLUTCH	7

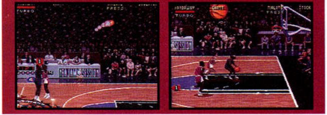


ANDERSON

SPEED	7	POWER	6
3 PTS	9	STEAL	8
DUNK	5	BLOCK	6
PASS	5	CLUTCH	4

PLAYER PICKS

Hardaway is the clear choice, but his Power is low, so he'll take some abuse. Anderson pairs well with both Hardaway and Grant.



PHILADELPHIA 76ERS

Speed, Clutch, Steal, and three-point rankings are all low for Philly. That means you're going to have to rely on the power of Bradley and Weatherspoon inside.

WEATHERSPOON

SPEED	5	POWER	8
3 PTS	6	STEAL	3
DUNK	6	BLOCK	8
PASS	2	CLUTCH	2

BRADLEY

SPEED	3	POWER	5
3 PTS	3	STEAL	3
DUNK	9	BLOCK	9
PASS	6	CLUTCH	1

MALONE

SPEED	6	POWER	2
3 PTS.	5	STEAL	5
DUNK	5	BLOCK	5
PASS	7	CLUTCH	6

PLAYER PICKS

You'll have to give substantial playing time to all three 76ers. Select Weatherspoon and switch between Bradley and Malone.

WASHINGTON BULLETS

Washington's looking pretty good now that Webber has joined up. Power is a big problem, however, with his two teammate choices.

WEBBER

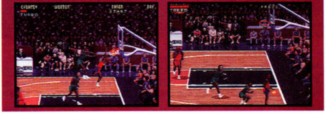
SPEED	8	POWER	9
3 PTS	4	STEAL	3
DUNK	8	BLOCK	8
PASS	7	CLUTCH	5

CHEANEY

SPEED	8	POWER	2
3 PTS	8	STEAL	7
DUNK	3	BLOCK	4
PASS	5	CLUTCH	8

PLAYER PICKS

Webber is the man to use in D.C. You'll have to switch between Cheaney and Skiles, but Cheaney is superior, especially at the end.



SKILES

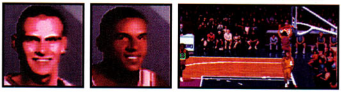
SPEED	7	POWER	1
3 PTS	9	STEAL	8
DUNK	0	BLOCK	1
PASS	7	CLUTCH	6

NBA ROOKIES

The Rookie team selection is tucked into the bottom of the second column of teams in the Western Conference menu, but the Rookies shouldn't be your second choice. The freshmen present more of a challenge because their numbers tend to be lower. If you can beat one of the NBA's best duos with a team of Rookies, you've earned major bragging rights. Whatever your style of play, the 20 combinations of Rookies cover all the bases.

1 In multi-player match ups, the player with Montross should stay under the basket and go for blocks and dunks. Kidd has solid skills all down the line. If you're playing with Montross, use Turbo to hoof down the court so you're not out of the play.

MONTROSS & KIDD

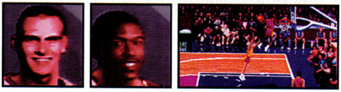


2 Dumas is one of the best rookies to play. He has speed, shooting ability and decent defensive skills. Montross adds a power element and both players are pretty good in the clutch.

DUMAS & MONTROSS

3 Montross again plays the heavy, blocking shots and dunking the ball. Your teammate, Rose, will give you some extra shooting ability and speed, plus he's a good passer. Rose is easily injured, so check out his stats after every quarter.

MONTROSS & ROSE



4 Hill rates sixes and sevens in every category, making him a real powerhouse among the rookie ranks. The slower Montross won't add much to this team, but you won't need much since Hill's skills will keep you close.

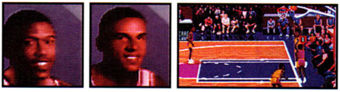
HILL & MONTROSS

5 This is one of the stronger rookie teams. Since Kidd is your guy, make sure you keep him in the faces of opponents to get the steal. The weaknesses on this team are blocking and dunking, but they aren't major problems.

KIDD & DUMAS

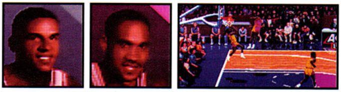
6 Playing with Rose puts you at a slight disadvantage, so to make up for it, always look for the pass to your teammate, Kidd. Rose has excellent passing skills, so the outlet or the pass under the basket are both effective means of helping out.

ROSE & KIDD



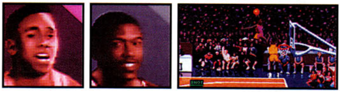
7 Kidd makes any teammate look good, especially when he is already as sharp as Hill. There are no real weaknesses in this duo. Keep them healthy and they'll take you to the end of the game. Check out Kidd's reverse kick lay-up.

KIDD & HILL



8 Blocking and dunking aren't the strongest areas for these two players. Concentrate on stealing, passing to the open man, and getting down court ahead of your opponents. Also, watch out for contact since both guys have medium Power ratings.

DUMAS & ROSE

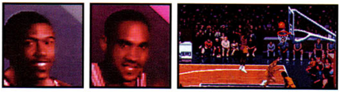


9 This is another strong lineup. You've got all the bases covered with Hill. He has a nice outside shot to back up his strong dunking skills. Dumas also has speed, so look for the outlet pass when you snag a rebound.

HILL & DUMAS

10 This is a middle-of-the-road match. Neither player has a real weakness nor an exceptional ability. Look for Hill to get down court a bit quicker. Rose is a good passer, so make use of that. Both players can steal, too.

ROSE & HILL



11

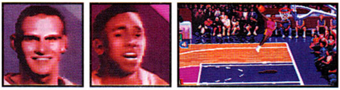
Kidd handles the ball most of the time when this duo is on the court. Montross adds blocking and dunking ability, but he's quite slow and has a low three-point rating. Kidd also steals the ball like a thief. Use that against opponents.

KIDD & MONTROSS

12

This team covers most of the bases. Pass the ball from Dumas to Montross when he gets into the key. That will set up an easy Turbo jam. Dumas also pumps in baskets from a distance with some regularity.

MONTROSS & DUMAS



13

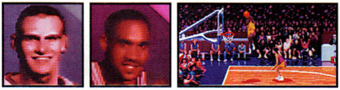
Challenge yourself with this team. You don't have any exceptional abilities and Montross has no outside shooting skills. Since Rose is a good passer, he can feed the ball down low to Montross, assuming you give Montross time to get there.

ROSE & MONTROSS

14

As the more versatile player, Hill passes in to Montross or takes the outlet pass from him. He's fast and can get open easily. Go to Hill in the clutch from medium range. Use the Tag option to get the most out of this or any team.

MONTROSS & HILL



15

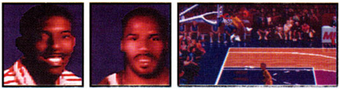
This team has several holes that won't be easily filled. Curley's ratings fall mainly in the middle ranks, except that he's good in the clutch. As a teammate, Robinson offers good dunking and decent shooting. Look for Robinson to shoot the ball.

CURLEY & ROBINSON

16

Jones and Reeves rank in the middle of most of the eight skill categories. Don't expect great fireworks, but don't expect to get blown out, either. Fast breaks are possible with Reeves throwing the long ball to Jones.

JONES & REEVES



17

Mobley dunks and blocks. That's it. Use your Turbo to move him up and down the court before the play is over. Marshall adds some outside shooting ability, but not enough to make it a factor for this team.

MOBLEY & MARSHALL

18

Dare's three-point shot would make a brick look light and airy. He blocks and dunks with power, however. Neither of these two players excels at passing. If you're playing against a stealing team, watch out!

DARE & WILLIAMS

19

Thompson falls into the Stockton mold of outside shooters who can also steal the ball, but who have low Power ratings. Injuries play a big role if you choose this team. Chances are that you'll have to switch to another team, then come back.

THOMPSON & WRIGHT

20

Person has a terrific outside shot and pretty mediocre skills in every other category. McKie doesn't dunk, either, so pass the ball around and look for the most open shot available to max out your long distance percentage.

PERSON & McKIE

THE DRAFT

When choosing a team from the Rookie list, look for players with complementary skills. For instance, if one guy is fast and the other guy has a strong passing rating, that means you'll be able to run the fast break and get easy points. If teammates are both weak in the same areas you may have a problem. You can win with any team if you study its strengths and play to them.

JAM CODES

Jamming without codes is like swimming without water—it's a bit dry. Acclaim made sure that tournament Jam would make a splash. This month we're showing the NBA Secret Player codes of the guys at Iquana and Williams who worked on the game. Next month, we'll swamp you with the remaining Celebrity and Acclaim codes.

NBA

These NBA personalities (and mascotalities) can't be found in the regular team selections, but they can add a spark to the game.

Larry Bird

INITIALS **BRD** CODE **AYA**

BIRD
TURBO
MUTOMBO
BLAZE
TURBO
CHEANEY

Carol Blazekowski

INITIALS **BLZ** CODE **YNY**

BIRD
TURBO
MUTOMBO
BLAZE
TURBO
CHEANEY

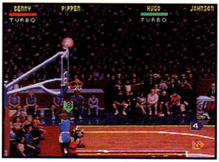
Bulls' Mascot

INITIALS **BNY** CODE **BNY**

BENNY
TURBO
PIPPEN
HUGO
TURBO
JOHNSON

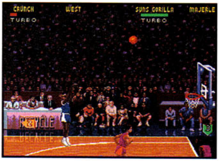
Hornets' Mascot

INITIALS **HGO** CODE **NYA**


BENNY
TURBO
PIPPEN
HUGO
TURBO
JOHNSON

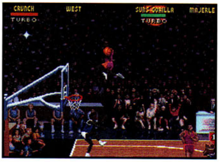
T-Wolves' Mascot

INITIALS **CRN** CODE **ABN**


CRUNCH
TURBO
WEST
SUNS GORILLA
TURBO
MAJERLE

Suns' Mascot

INITIALS **GOR** CODE **NBB**


CRUNCH
TURBO
WEST
SUNS GORILLA
TURBO
MAJERLE

IGUANA

These are the code jockeys at Iquana who put the codes, and everything else, into NBA Jam Tournament Edition.

Milo Stubbington

INITIALS MPF

CODE BYN

Chris Kirby

INITIALS CK

CODE BNY

Jason Falcus

INITIALS JF

CODE ANY

Neil Hill

INITIALS NDH

CODE ABA

Jay Moon

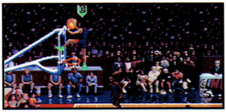
INITIALS JAY

CODE NAB

Snake Palmer

INITIALS GOF

CODE AYB



WILLIAMS

Now you can jam with the guys at Williams who produced the arcade games and helped develop the SNES version.

Mark Turmell

INITIALS MJT

CODE ANA

Sal Divita

INITIALS SAL

CODE AYN

Tony Goskie

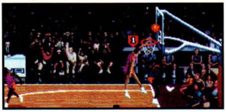
INITIALS TWG

CODE BNA

Jamie Revitt

INITIALS RJR

CODE NAY



Shawn Liptak

INITIALS SL

CODE NBB

John Carlton

INITIALS JMC

CODE YYB

WINTER C.E.S. SPECIAL REPORT

LAS VEGAS

Here's your ticket to an inside look at the next six months of video gaming. What's hot? What's lame? What's in the future? Plus Power's top show picks.

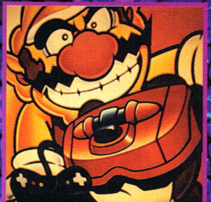
Secret of EVERMORE
LICENSED BY NINTENDO • ©1995 SQUARESOFT

STARFOX 2
FX
SUPER NINTENDO
STARFOX 2

THE SHOW IN A SHELL

Here's the quick read on this year's Winter Consumer Electronics Show. Nintendo once again claimed the dominant position in the industry, exhibiting new games for the Super NES, Virtual Boy and Game Boy while Sega was mostly walled off from public view. New players abounded at this year's show. Disney, Turner, America On-line and Prodigy were just a few of the new faces. Software tool developers like Alias and Multigen also demonstrated their products for the first time. Much of the discussion concerned the future of video gaming. Everyone was talking about the next generation, but one thing was clear—for now, the Super NES remains the strongest platform for video games. The versatility of the Super NES continues to provide a home for the biggest and best video games like Donkey Kong Country, Mortal Kombat II, NBA Jam Tournament Edition, and Star Fox 2. The huge library of games for the Super NES insures that it will remain the must-play system for the foreseeable future.

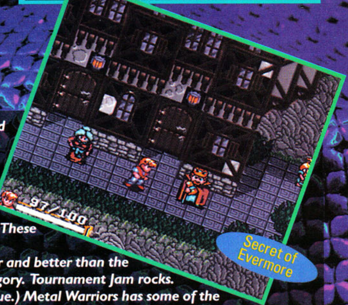
NINTENDO POWER
NINTENDO POWER



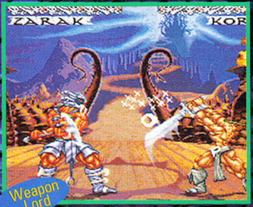
THE BEAST IS BACK

The success of Donkey Kong Country, which has set record after record for video game sales, kept Nintendo at the top of the banana heap at C.E.S. Nintendo gave the industry its first look at some of the future hits for the Super NES by unveiling Star Fox 2 (Power's top pick of the show) along with FX Fighter, Comanche, Kirby's Dream Course and Kirby's Avalanche. Donkey Kong Land headed up the best of Game Boy list and was one of the top games in any category. Kirby's Dream Land 2 also looked good, as reported previously in our Shoshinkai coverage. Nintendo also hinted that an RPG with amazing rendered graphics will be coming out this fall.

BEST IN THE WEST


Secret of Evermore

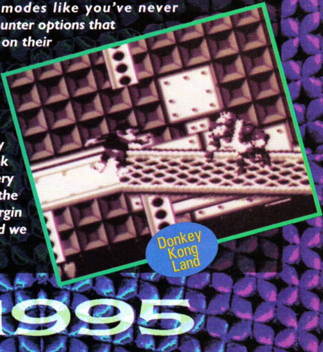
The editors of Nintendo Power tallied up all their ballots and came up with the ten top Super NES hits of the show and the top five Game Boy picks. It's important to remember that some of the games included on the list were early versions. In those cases, we judged each game on what we actually saw at C.E.S., on the past track record of the developers, and on other factors like originality and depth. These are the ones to watch.



Weapon Lord

Star Fox 2 is bigger and better than the original hit in every category. Tournament Jam rocks. (See the article in this issue.) Metal Warriors has some of the most unusual two-player action of any game. StarGate looks and plays like a Super Star Wars title. Secret of Evermore includes lots of potential, with Square's reputation for excellent adventures. International Superstar Soccer challenges the best and beats them all, including FIFA. Comanche has two-player modes like you've never dreamed. Weapon Lord uses counter options that will keep even the best players on their toes. Mega Man 7 returns to the classic look and moves of the original NES series, but there are some surprises, too. FX Fighter has one of the premier polygon game developers working on it.

Donkey Kong Land does for Game Boy and Super Game Boy what Donkey Kong Country did for the Super NES: it makes it look better than it ever has before. Kirby's Dream Land 2 combines a very big game in a little package. Playmates' Earthworm Jim provides the same wild game as the Super NES version for players on the go. Virgin wasn't showing its two titles in Vegas, but they are on the way, and we have seen them here at Nintendo. Both games are of top quality.


Donkey Kong Land

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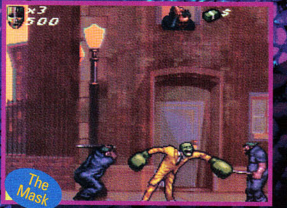
WINTER C.E.S. SPECIAL REPORT

HONORABLY MENTIONED


The Mask

Other games that impressed us with their potential for fun included Phantom 2040 from Viacom. At about 40% completion, Phantom looked quite promising, but we will need to see more of the game before giving it the thumbs up. Mask, a Malibu game, also looked interesting in the early stages. We'll be sure to keep an eye on it. Dirt Trax FX and Future Zone from Electro Brain both have come a long way. A Mode 7 flying sequence was finished in Future Zone that reminded us of the Star Wars games. Playmates showed Deep Space 9 and Mutant Chronicles. The Chronicles looked like a particularly bloody Contra game, but only two areas were complete. Super Turrican 2 from Ocean is a Metroid wanna-be that goes some of the distance toward that goal, but not all the way. Prehistorik Man from Titus is another funky cave man. (If prehistoric life had really been as cool as it is portrayed in this game, mankind would never have evolved beyond furry shorts.) Interplay's Boogerman will be a hit with players who get a kick out of bodily fluids. Bust A Move—Taito's deceptively simple puzzle game—looked like a winner, too. Kyle Petty's No Fear Racing wasn't shown on the floor, but Williams gave Power a developmental copy of the game for evaluation. The potential is there.

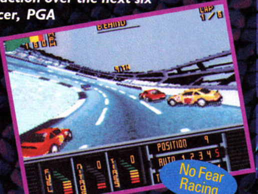
*On the Game Boy side of the aisle, we should also mention Konami's Animaniacs, which is based on the Genesis game of the same name rather than on the more active Super NES title. Still, the simpler action is more suited to the Game Boy. T*HQ and its stable of EA titles will be one of the biggest suppliers of Super Game Boy action over the next six months. In the lineup are FIFA Soccer, PGA European Tour, and the Strike series of chopper attack games.*

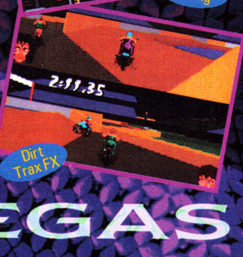
TOP SUPER NES PICKS

Title	Company	Completion
1. Star Fox 2	Nintendo	40%
2. NBA Jam Tournament Edition	Acclaim	100%
3. Metal Warriors	Konami	100%
4. StarGate	Acclaim	70%
5. Secret of Evermore	Square	30%
6. International Superstar Soccer	Konami	100%
7. Comanche	Nintendo	30%
8. Weapon Lord	Namco	85%
9. Mega Man 7	Capcom	100%
10. FX Fighter	Nintendo	40%

TOP GAME BOY PICKS

Title	Company	Completion
1. Donkey Kong Land	Nintendo	80%
2. Kirby's Dream Land 2	Nintendo	40%
3. Earthworm Jim	Playmates	70%
4. Lion King	Virgin	100%
5. Aladdin	Virgin	100%


No Fear Racing


Dirt Trax FX

LAS VEGAS

THEY'RE SEEING RED

Virtual Boy made its American debut in Las Vegas featuring improved versions of Space Pinball and Teleroboxing, two of Nintendo's 3-D games shown in Japan in November. In addition to those two games, visitors viewed several other game demos on modified TV screens. Those new titles included two space flyers and a Mario game with both side-scrolling and overhead views. Other demos included an underwater scene showing a dolphin, a racer and a top view shooter. In addition to the demo games, Kemco announced the development of Virtual League Baseball and T&E Soft and Hudson Soft of Japan revealed that they are working on several Virtual Boy games each. American third-party licensees also began to line up behind the extraordinary 3-D banner of Virtual Boy. Nintendo made the Virtual Boy development systems available following W.C.E.S. so American development is now underway. One of the attractive features of the new system is said to be the simplicity of programming for it, which should mean that a wealth of new games is just ahead. Power is also working with the developers of the Virtual Boy system to bring you the first true images of Virtual Boy's 3-D game environment. We hope to have the first pictures in the next issue of Nintendo Power.

VIRTUAL BOY

THE DREAM TEAM IS A DREAM COME TRUE

The Nintendo Ultra 64 "dream team" now includes Software Creations, a British company known for innovative games and cutting-edge video game sound and music technology. Over the past year, Software Creations has been working on Sound Tool—now slated to be one of the development tools for the Nintendo Ultra 64. In addition to Sound Tool, Software Creations is developing an NU 64 game for Nintendo. Previously, Nintendo and Software Creations collaborated on Ken Griffey Jr. Presents Major League Baseball. Expect more hits.

In other dream team news, Silicon Graphics has agreed to absorb Alias and Wavefront, two of the leading graphics tool developers for SGI computers. SGI will set up a new subsidiary that combines the resources of both software companies. Alias, based in Canada, is one of the key partners in the NU 64 dream team along with SGI, providing animation and graphics tools for NU 64 developers. Wavefront also develops high-end graphics software for use on SGI computers. Nintendo Ultra 64 game developers should reap the benefits of this awesome corporate combo.

THE TOP FIVE RUMORS AT W.C.E.S.

5. Virtual Boy is actually a device that sucks your brains into a dimensional vortex where alien beings have gathered to dine.

4. Several 3DO units were discovered missing from a store. Although a clerk insists that they were purchased, the search for the missing units continues.

3. Mortal Kombat IV is in secret development in an airplane hangar somewhere in Nevada called Area 51, and agent Muldar is on the case.

2. Silicon Graphics workstations have been discovered in rock formations from the end of the Cretaceous period and may be linked to the sudden extinction of the dinosaurs who discovered that it was easier to render themselves than to reproduce.

1. Sega has this great come-back game idea featuring two burros playing tennis and tentatively titled, Donkey Pong Country Club.

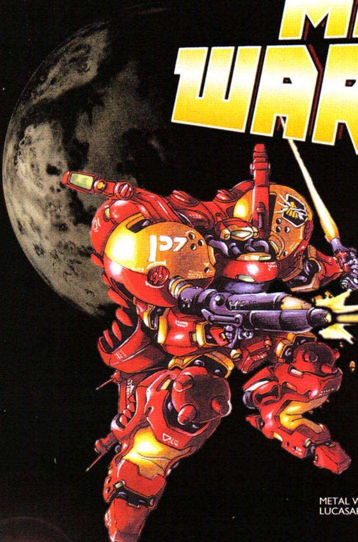
THE NEXT GENERATION

The CD-ROM based systems including Saturn, 3DO and the Sony Playstation are set to squabble among themselves this summer. But gamers who want the ultimate gaming experience will have to wait until the fall; that's when the Nintendo Ultra 64 will be released. Players and developers are already in awe of the first NU 64 arcade games, Killer Instinct and Cruis 'N USA. But as good as those two games are, they are only a drop in the bucket of what the system can do. On the other hand, the more limited graphics processing capabilities and slow access speeds of the CD-ROM systems will make it more difficult for them to compete directly with the Nintendo Ultra 64. Games that appear on multiple platforms like the Saturn or Playstation will be substantially similar. But neither of those systems will be able to match or even come close to the graphics quality and effects of the NU 64. An emulation of NU 64 graphics was shown at WCES. The animated sequences from Silicon Graphics were beyond anything we've ever seen on home systems or in arcades. This was the cutting edge technology that SGI has promised all along. It is now a reality. In fact, the silicon chips—the CPU and GPU of the NU 64—are finished. Take it from the source. The Nintendo Ultra 64 is on schedule and it is awesome beyond the belief of mortal game players.

We have also learned of several more NU 64 titles that will be released at or around the launch of the new system next fall. One will be Top Gun from Spectrum Holobyte. Although games based on Top Gun will appear for the other next generation platforms, the Nintendo Ultra 64 game will be unique, emphasizing extraordinary graphics in an arcade-like combat flight game. Several Japanese licensees are also working on titles that we can't announce just yet, but the games range from action to RPG. We expect at least a dozen exclusive NU 64 titles to be released soon after the launch.

JAN. 6-9 1995

METAL WARRIORS™



When the soldiers of the future face off, they wear powerful mechanized armor that give them super-human strength. No mere mortals, they are the Metal Warriors.

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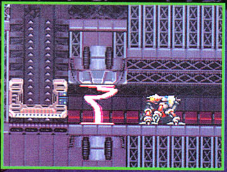
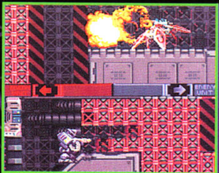
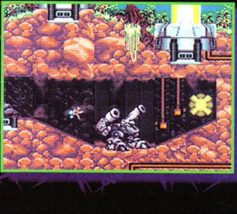
BATTLING DROIDS





Konami brings you a new way to test your mettle this month with Metal Warriors, a sci-fi shoot'em-up set in the 21st Century, when the earth is united under a single, global government. The technology of the future is both a blessing and a curse, providing an enhanced quality of life as well as frighteningly powerful weapons, which, in the wrong hands, become instruments of terror. The game features two modes, for either solo or head-to-head play. The one-player mode includes nine missions, and the two-player mode gives players a chance to practice using the six different kinds of robotic armor against backdrops that come from different sections of the game. Although Metal Warrior doesn't break any new ground in terms of story or game play, it's fun to hop into the armor and blast electronic baddies off the face of the future earth.

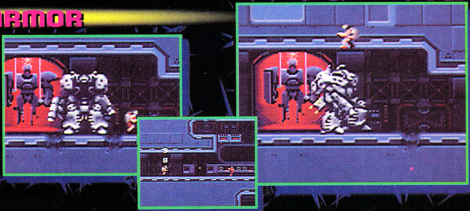


BATTLE BASICS

As the game begins, the United Earth Government (U.E.G.) is under attack by the forces of the Dark Axis. You'll be sent to rescue a co-worker who is being held inside enemy territory. Although you begin the first mission equipped with only the basic Nitro droid, you'll find others along the way that you can use to continue. There are six in all, and each has unique strengths and weaknesses. You must decide how to use each of the droids to your best advantage as you pick your way through each new area. Sometimes the extra armor is hidden in hard-to-find places.

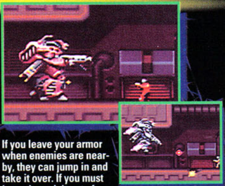
EXITING THE ARMOR

Without the massive armor, your character is tiny and nearly defenseless, so stay inside whenever you can. There will be times, however, when you'll have to get out to flip switches or explore small areas where the droids can't go. Outside the armor, you can take only 10 hits. Move quickly and return to the armor as soon as you can. You'll recover once you're back inside.

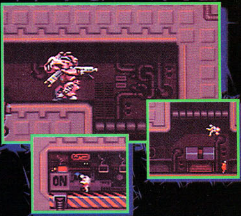


ROBBED!

Before you exit the armor, check your surroundings. If you leave it unattended when there are small enemy characters around, they can hop into the armor and use it to attack you. If you're leaving damaged armor behind, destroy it so that they can't use it. If you have to leave your armor temporarily to accomplish a task, park it where enemies can't reach it so you can return to it later.

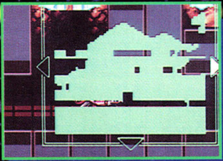


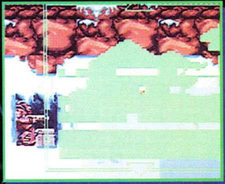
If you leave your armor when enemies are nearby, they can jump in and take it over. If you must leave it, park it out of their reach so it will be there when you return.



MAP CHECK

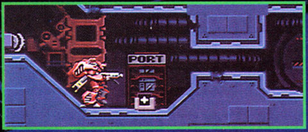
Press the Start Button to bring a map up on the screen. It will show corridors and hidden rooms that you might not notice otherwise. Even though it may appear that some rooms are out of reach, you can get to them if you find the right routes.





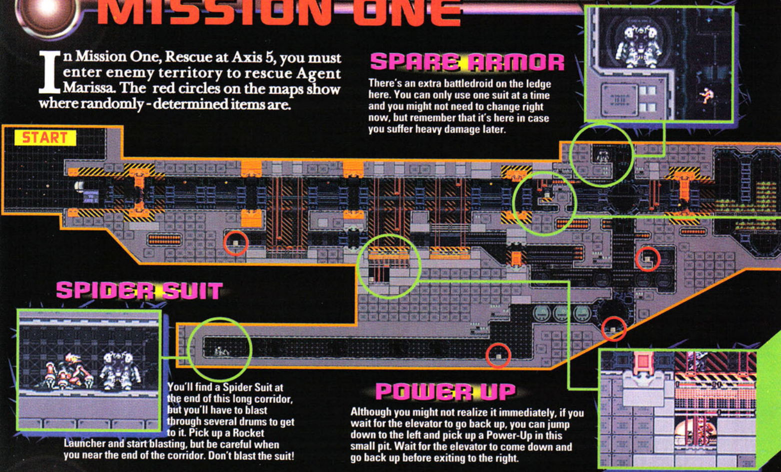
FIND THE PORTS

Search out Ports whenever you need to repair your droid. The Ports continually produce items, usually Repair Units. You can stand there and pick up as many healing items as you need. Remember their locations and return to them when you've sustained damage.



MISSION ONE

In Mission One, Rescue at Axis 5, you must enter enemy territory to rescue Agent Marissa. The red circles on the maps show where randomly-determined items are.



SPARE ARMOR

There's an extra battledroid on the ledge here. You can only use one suit at a time and you might not need to change right now, but remember that it's here in case you suffer heavy damage later.

SPIDER SUIT

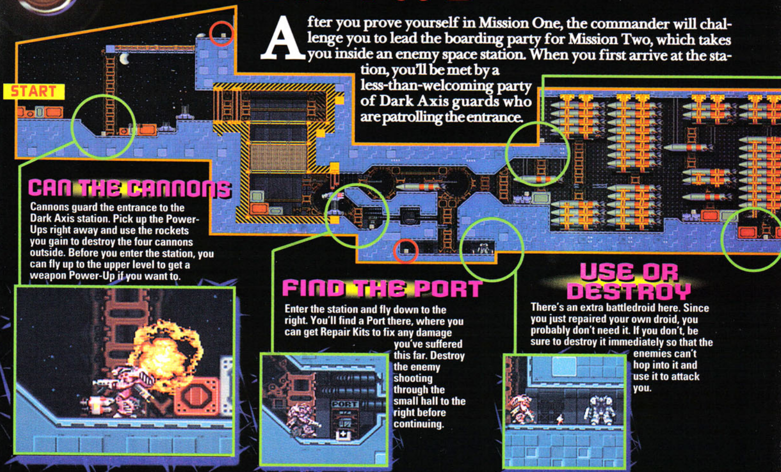
You'll find a Spider Suit at the end of this long corridor, but you'll have to blast through several drums to get to it. Pick up a Rocket Launcher and start blasting, but be careful when you near the end of the corridor. Don't blast the suit!

POWER UP

Although you might not realize it immediately, if you wait for the elevator to go back up, you can jump down to the left and pick up a Power-Up in this small pit. Wait for the elevator to come down and go back up before exiting to the right.

MISSION TWO

After you prove yourself in Mission One, the commander will challenge you to lead the boarding party for Mission Two, which takes you inside an enemy space station. When you first arrive at the station, you'll be met by a less-than-welcoming party of Dark Axis guards who are patrolling the entrance.



CAN THE CANNONS

Cannons guard the entrance to the Dark Axis station. Pick up the Power-Ups right away and use the rockets you gain to destroy the four cannons outside. Before you enter the station, you can fly up to the upper level to get a weapon Power-Up if you want to.

FIND THE PORT

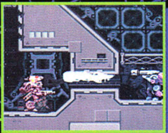
Enter the station and fly down to the right. You'll find a Port there, where you can get Repair Kits to fix any damage you've suffered this far. Destroy the enemy shooting through the small hall to the right before continuing.

USE OR DESTROY

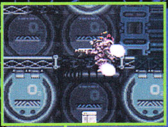
There's an extra battledroid here. Since you just repaired your own droid, you probably don't need it. If you don't, be sure to destroy it immediately so that the enemies can't hop into it and use it to attack you.

BAZOOKA

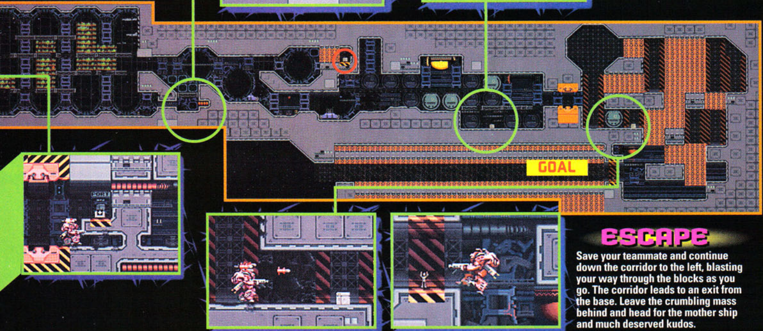
Plan ahead before continuing to the right. Drop to the lowest room on the left and destroy the bazooka shooter here before you go back up and blast the cannon above. If you wait to attack the bazooka shooter until you're just above it, you'll suffer serious damage.



ROCKETS AWAY

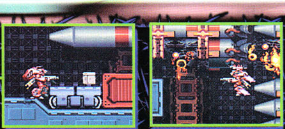


Pick up the Rocket Launcher, then hurry to the right. Use a rocket to blast through the drum between you and the Power-Up on the right. If you're fast, you can take the Power-Up and fire another rocket through the wall to the right.



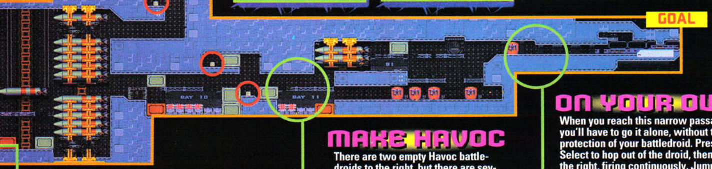
ESCAPE

Save your teammate and continue down the corridor to the left, blasting your way through the blocks as you go. The corridor leads to an exit from the base. Leave the crumbling mass behind and head for the mother ship and much deserved kudos.



WEAPON POWER

Go down to the right, get the Rocket Launcher from the Power-Up container, then hurry back up to the left. Blast through the missiles on the left to reach the Power-Up Container on the ledge. It holds a Level 4 weapon Power-Up.



BLAST THE CRATES

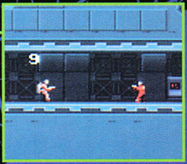
You'll probably take several hits before you get down to this area. If you need to repair your battledroid, blast through the crates to reach the Power-Up on the other side. It holds a much-needed Repair Kit.

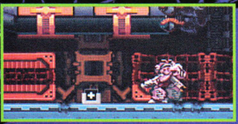
MAKE HAVOC

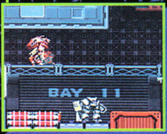
There are two empty Havoc battledroids to the right, but there are several enemies, too. Make haste! Hurry to the right and either use or destroy the droids before the enemies can jump into them. If they man them before you get there, you'll have a tough road ahead.

ON YOUR OWN

When you reach this narrow passage, you'll have to go it alone, without the protection of your battledroid. Press Select to hop out of the droid, then run to the right, firing continuously. Jump to avoid enemy fire. You can't take many hits! Keep firing as you run for the exit.

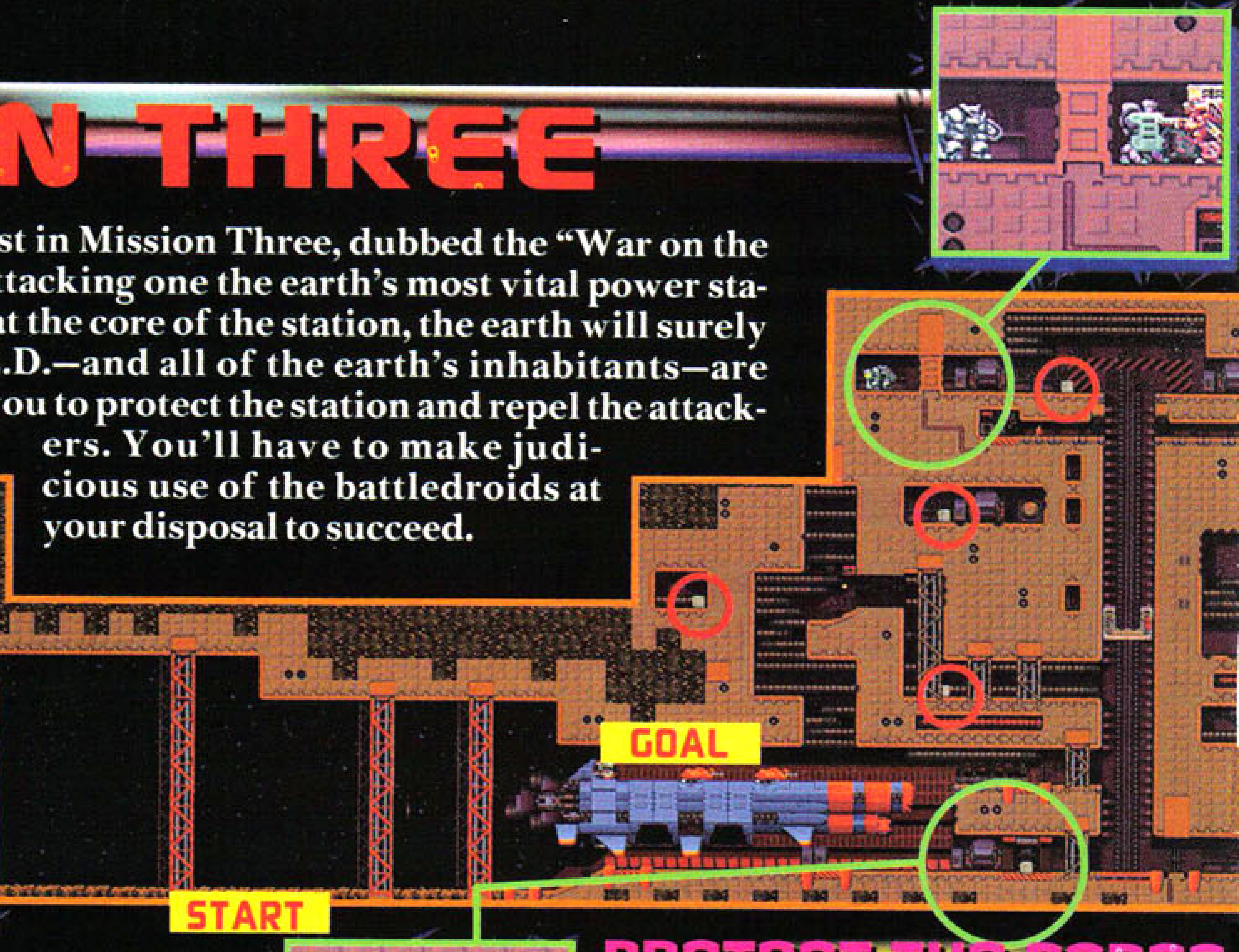




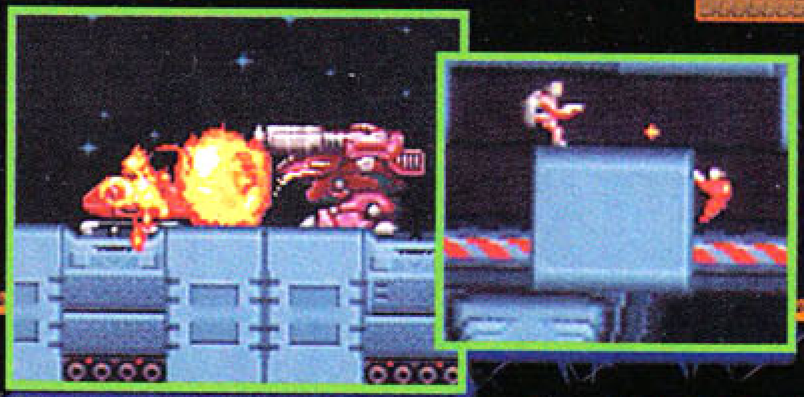


MISSION THREE

The U.E.D. intends to put you to the test in Mission Three, dubbed the "War on the Rock." Forces of the Dark Axis are attacking one the earth's most vital power stations. If they destroy the generators at the core of the station, the earth will surely fall. The U.E.D.—and all of the earth's inhabitants—are counting on you to protect the station and repel the attackers. You'll have to make judicious use of the battledroids at your disposal to succeed.

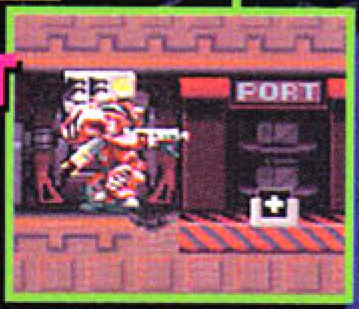


ATTACK THE SHIP



When you repel the attackers and exit the base, you'll find a Dark Axis ship hovering at the entrance. Using the Prometheus battledroid, destroy the three turrets on top of the ship with fire, then hop out of the suit and enter. Defeat the enemies inside.

USE THE PORT



You'll revisit the Port several times during this mission. Be sure to repair any damage to your Prometheus armor before attacking the ship at the end.

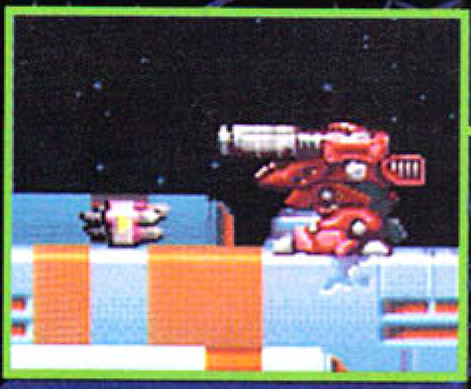
PROTECT THE CORES

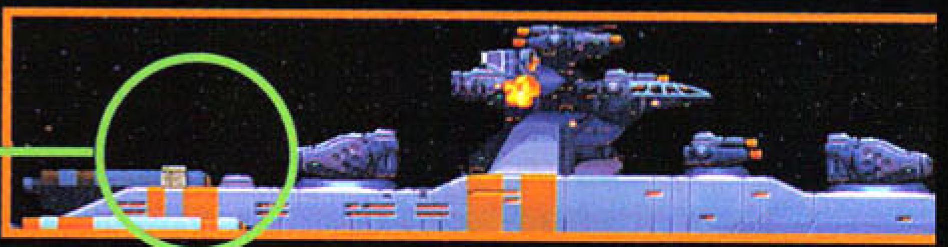
Protect the cores—at least one must remain at the end of the battle. You'll begin in the Nitro suit. Get the Prometheus suit in the lower right.

MISSION FOUR

After you take over the Dark Axis ship in Mission Three, you'll have to defend it. If the enemy can't control the ship, they'll try to destroy it. Your armor for this episode is the Prometheus battledroid, which, while powerful, is bulky and difficult to maneuver quickly. The key to succeeding is being in the right place at the right time. Pick one point of defense and protect it at all costs.

PICK UP POWER



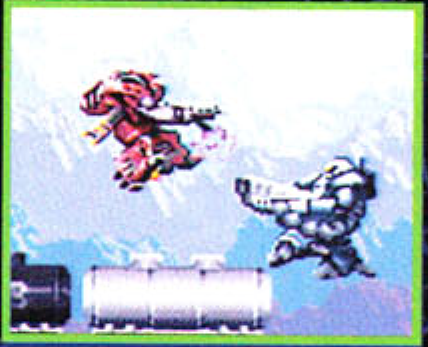


If you walk to the left from the beginning, you'll find a Power-Up container that holds a Rocket Launcher. The Prometheus droid has serious firepower of its own, but it never hurts to have some extra energy to burn, so pick it up.

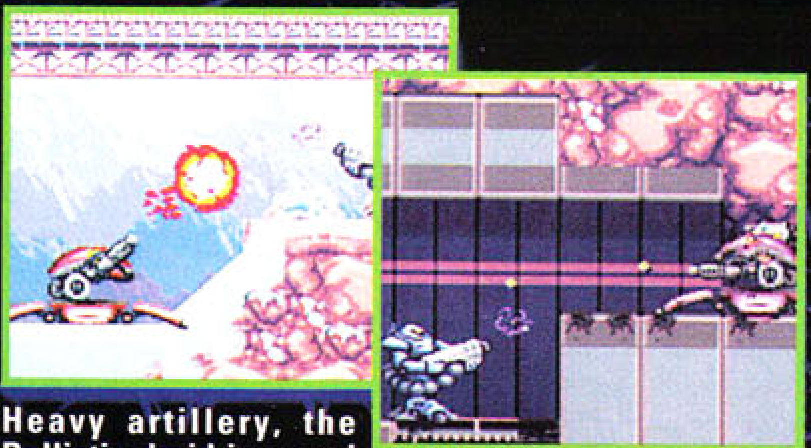
MISSION FIVE

For Mission Five, code-named "Frontal Assault," you'll be sent to the remote and icy regions of Alaska. Although the area is sparsely populated, you'll find that plenty of Dark Axis agents are present and ready to wreak havoc. In this mission, you'll learn to use a new kind of battledroid, Ballistic. And you'd better learn quickly—you'll need its special abilities to meet the challenges ahead.

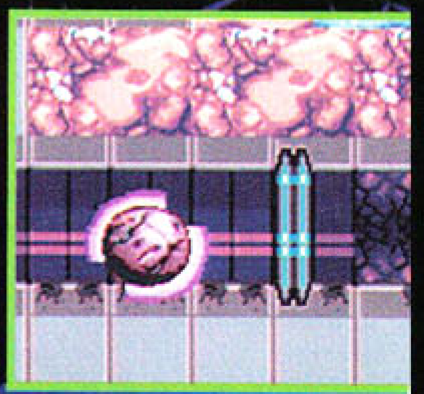
START WITH NITRO



When you begin, you'll be using Nitro armor. Bulldoze through enemies to the right, then jump out of the Nitro suit and go back to the left to get the Ballistic droid, a special heavy-assault droid equipped with a High Energy Plasma Cannon. It is both powerful and maneuverable.



Heavy artillery, the Ballistic droid is armed with both the Plasma Cannon and a machine gun. It's an awesome suit of armor.



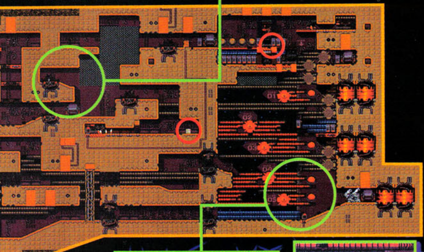
Press A to power charge
Ballistic, then press the Con
Pad to send it off at high spe
It flattens everything in the w

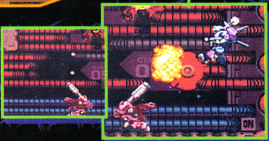
HAVOC WAITS

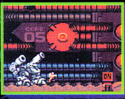
There is Havoc armor here, but remember that it can't fly well. Use it to clear out the enemies in the next area, then return for the Nitro suit.

REPAIR IT

Enemy fire is fast and furious in this corridor. Return to the port if you need to repair your droid before continuing.







Before you head back to the left, jump out of your droid and activate the power switch here. It opens a door that leads to a new exit.

MISSION

You'll get out of the freezer and into the f
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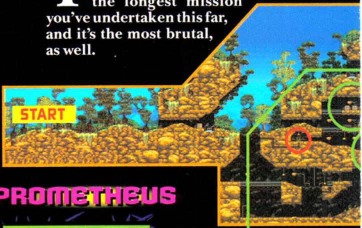
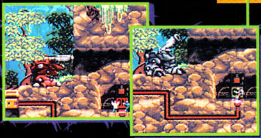
the longest mission
you've undertaken this far,
and it's the most brutal,
as well.



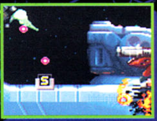
PROMETHEUS

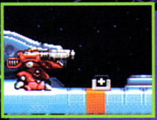


Although you'll beg
will use it most of t
near the begin
Prometheus suit. Pu
to fire into the cor
the switch room.

ENEMY STRATEGY

The enemies know their own ship. They can render it useless by destroying all of the gun turrets on its deck, and they'll attack in swarms to try to do just that. Be sure to collect the Power-Ups before they disappear.





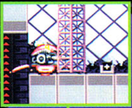
Seeking Bullets are in the container on the left and a Repair Kit is in the one on the right. The Seeking Bullets target the enemy droids and hone in on their own. They're very useful in this battle.

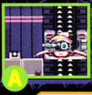
SAVE THE TURRET

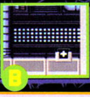
You can't save all of the turrets; in fact, you'll be lucky to save even one. That's all you need to do to successfully complete the mission, so stay on the right and fire away. Use Air Missiles, too, to target the enemies overhead.

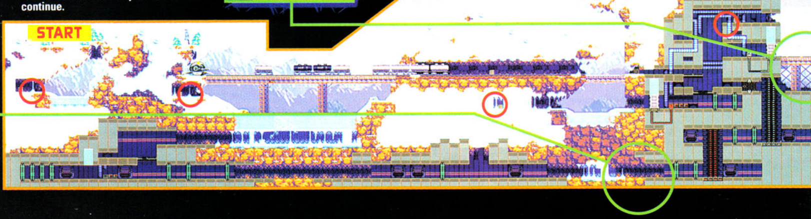
REPAIR UNITS

While you're capable of dishing out lots of damage in this stage, the enemies here can reciprocate. They're well-armed, too. When you take damage, be sure to stop and locate one of the three Repair Kits hidden in the area. Fix your droid, then continue.



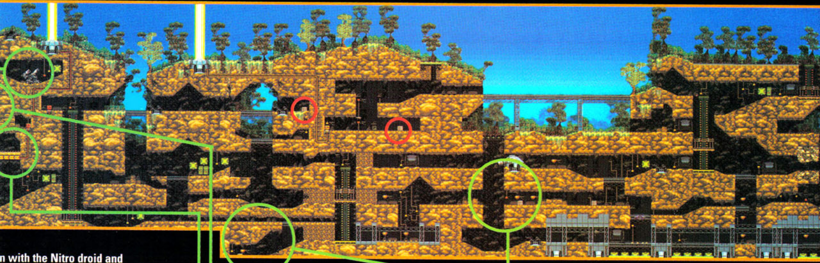






SIX

ire for Mission Six, the Jungle War. Now the U.E.D. dis-
ate encroaching Dark Axis forces. Pack plenty—this is



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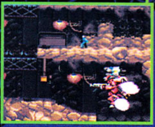
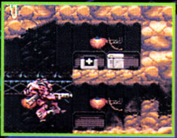
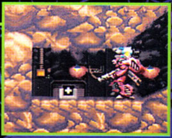
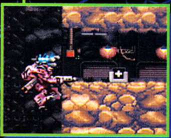




Don't miss this cache. Fly up the corridor and around to find two Power-Up containers. One of them holds a Repair Kit; the other, a Level 3 Weapon Power-Up. The extra firepower will come in handy in the areas ahead of you.



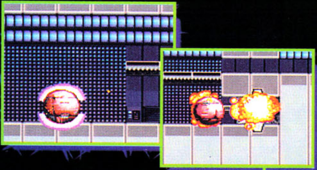


POWER REPAIRS

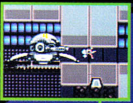
You can't afford to pass up any Repair Kits on this mission. Go all the way down to the left to find one hidden in a cavern, and pick up another one as you work your way up to the right. If you keep your droid in good health, it will do the same for you.

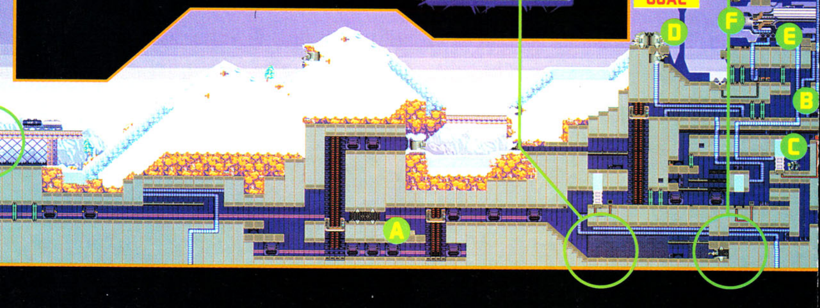
RAM THE CANNON

There is a large cannon at the end of the corridor, tended by some enemy troopers. Charge up your Ballistic droid, roll down the slope, power through the troops, and blast into the cannon to destroy it. This move toasts the enemy and lets you emerge unscathed.



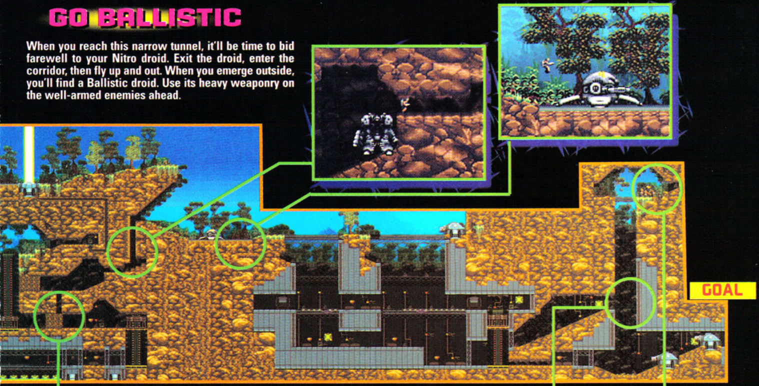
SWITCH DROIDS

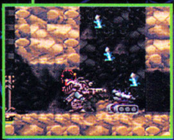


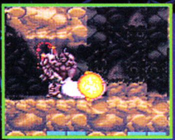


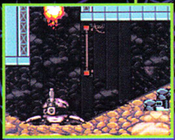
GO BALLISTIC

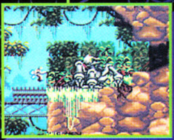
When you reach this narrow tunnel, it'll be time to bid farewell to your Nitro droid. Exit the droid, enter the corridor, then fly up and out. When you emerge outside, you'll find a Ballistic droid. Use its heavy weaponry on the well-armed enemies ahead.









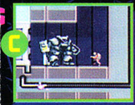


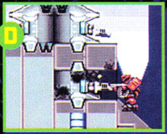
DRONE DANGER

The small drones are more dangerous than they first appear to be. They may be small, but they pack serious rocket launchers. Approach them with caution. Don't waste time shooting. Use your sabre on them instead. Destroy them all before moving on to the next area.

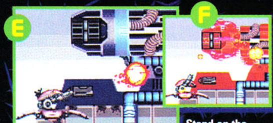
GET A NEW DROID

Use the Ballistic droid to blast the powerful cannons that block the way, then leave the Ballistic suit behind and fly all the way up the tunnel to get the Spider droid. You'll use it as you enter the next section of Mission Six, where new challenges await.





You must leave the Ballistic to accomplish your next goal. Park the Ballistic on the bridge here. Go through the narrow passage to get the Havoc droid, then fly up and destroy the two cannons in the upper left. Return the Havoc armor to where you got it, then return to the Ballistic droid.



Stand on the edge with the Ballistic and fire a Plasma shot at the Grenade Launcher. To destroy the cannon, fire into the opening with a partially powered-up Plasma shot.

THE U.E.D. HAS MORE IN STORE

The Dark Axis isn't done with earth yet, so the U.E.D. will be asking for your help in three more missions—after you complete the two remaining sections of Mission Six. The coming missions are even more complex than this lengthy trial, and they're more brutal, too. Mission Seven is code-named "Fire," and "The Tower" awaits in Mission Eight. Finally, duty calls for a mysterious mission referred to only as the "Final Assault," where only the most adept metal warriors, the survivors, will fight for ultimate control.

YOU'VE REACHED THE END OF THE

STAR TREK™

DEEP SPACE NINE

COMING SOON TO YOUR SUPER NES FROM PLAYMATES

NINTENDO
POWER

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TM PARAMOUNT

EPIC CENTER

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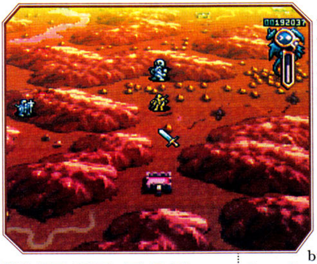


THE NEW SOURCE FOR ADVENTURE GAMERS

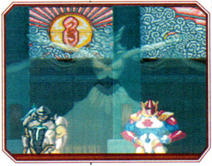
Now there's one place to look for all the news and game play info on adventure and RPG games: Nintendo Power's Epic Center.

This month Nintendo Power begins a new feature dedicated to adventure and RPG gamers. The Epic Center will appear monthly and cover the news, the new games and the strategies that adventure gamers want. If you're already an avid adventurer, you'll find news and previews on upcoming epics plus strategies on games that you may be playing already. For gamers new to the world of adventure, Epic Center will cover new titles in depth with maps, strategies to get you started and winning advice to help you throughout the game. We'll also go straight to the source of the games and talk to the developers to get the inside story. The adventure is just beginning...

OGRE BATTLE INVADES THE U.S.

In Japan, Ogre Battle became one of the most beloved strategy RPGs of all time by combining a deep game with tons of replay value and fully animated battle scenes. The game was released in Japan by Quest back in March of '93. Since its release, over 350,000 copies of Ogre Battle have sold in Japan. That's a hit on either side of the Pacific when it comes to RPGs. Ogre Battle has also continued to show up on the Top 10 lists of popular games in Japan since its release. So what is driving Ogre Battle's success, and what should you expect?

According to Robert Jerauld of Enix America, who is working on the U.S. version of Ogre Battle, "It's like a new game every time you play. When you meet new characters, it opens up new story lines that may reveal entirely new game areas. There are 12 known story lines and 10 known endings, but that's only what has been discovered so far." The game features 200 fully animated characters, 80 of which can join your army. Robert estimates most players will spend at least 100 hours on the game. Another innovative aspect of Ogre Battle is that the game's artificial intelligence can match your skill level. As you get better, the game gets tougher. We'll take a closer look next month at strategies for playing Ogre Battle.



SQUARE SOFT CALENDAR

Square Soft plans to release three major adventure or RPG games beginning this summer, enough to keep even diehard adventurers happy. Here are the approximate release dates for Square's hot lineup of new adventure games for 1995.

Secret of Evermore	**June**
Chrono Trigger	**July**
Secret of Mana II	**October**

The cartoon fantasy is coming to life in a sweeping adventure game from Enix.

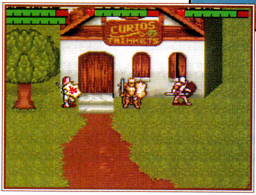
King Arthur & The Knights of Justice

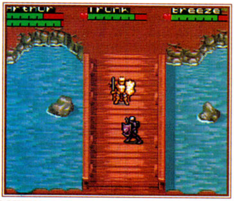
Our first Epic Center developer focus zooms in on King Arthur & the Knights of Justice from Enix. Manley & Associates is breaking ground with this game as the first American developer of a major adventure for Enix. What does the developer have to say about its baby? Read on.

King Arthur
& THE KNIGHTS OF JUSTICE

Almost two years in the making, Knights of Justice is closing in on the final version at last. A game of this size (20 Megabits) and complexity (8 regions) is bound to run into problems, especially when it is the first adventure RPG for Enix produced outside Japan. Enix and Manley have stayed the course, though, and the result is an adventure ripe with real-time battles, piles of puzzles, large regions to explore and a story of truly epic scope.

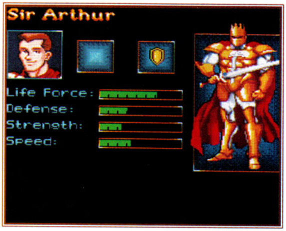
Although based on the Knights of Justice cartoon, the game includes many elements from Arthurian legends. The story begins with Morgana having imprisoned King Arthur and his knights in the Cave of Glass. The only way for Arthur King and his displaced football team to break the spell is to collect the 12 keys of Truth. Morgana and her warlords have stolen most of the Keys that the warlords rely on for strength in battle. The Knights must collect all 12 Keys then defeat Morgana in order to return to their own time. Merlin acts as your adviser from his room in Camelot, where you will return often.





THE QUESTING KNIGHTS

The game play is based on the idea of quests. Arthur and two of the twelve knights head out with a basic quest that has been given to them by Merlin. During the course of searching, fighting, collecting and so forth, they will learn of other tasks that they must perform. Nothing is free in Arthurian England. If you meet a character, chances are you'll have to prove your worthiness to him or her by performing a task. Making things even more interesting is the fact that each of the knights has special attacks or abilities, so choosing the right party for a certain quest is very important. The range of battle, as you'll soon learn, includes forest baddies like bees and wandering black knights, right up to dragons and Morgana's warlords.

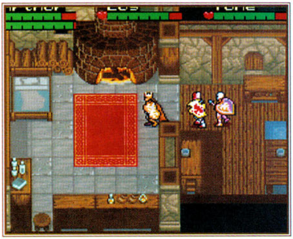

Sir Arthur

Life Force:

Defense:

Strength:

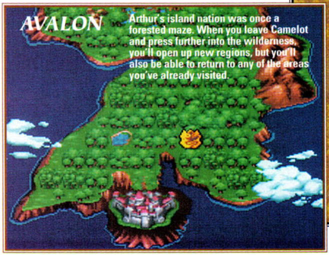
Speed:



HARD DAYS KNIGHTS

What were some of the biggest problems that the Knights team ran into? Khanh Le, executive producer of the game, notes that the game was originally a 16 megabit Pak, but that midway through development they realized how much more stuff they wanted to include. Back they went to the drawing board. The result was another 4 megs of memory, more puzzles, more art, more enemies and even more story. To Sam Deasy, project programmer, big headaches came from every direction: "Game balance. Interesting scenery. Managing the data." Phil Holt, the game designer, felt that the hardest part was coming up with new puzzles for each of the regions. "They had to be fun and challenging, but not repetitive." The team of more than two dozen artists, programmers, musicians and other staff gathered ideas from a wealth of sources including the Knights of Justice scripts and many books. T.H. White's The Book of Merlyn and the Medieval Fables of Marie de France were just two volumes on a long research list. They needed all that detailed knowledge in order to create the dozens of interlocking puzzles that surround each of the central eight puzzles. They also had to learn about medieval weapons and armor to create the graphics, and unlock the mysteries of magic lore in order to design the many spells, potions and charms used throughout the game.

If you think making a game is easy, just ask these guys. In all they designed eight map regions, 26 different types of enemies, eight bosses, ten castles, 24 individual weapons, two village areas, musical scores and sound effects for different locations and characters, animation for every character and enemy, cinema scenes to begin the game and screen text for following the story and learning valuable information. One of the most important jobs was to balance the game between fighting action and puzzles. According to both Sam and Phil, they concentrated more heavily on the puzzle aspect, but they feel that there's plenty of action, too. When asked what other games influenced their design, the answer was unanimous: "Zelda." You can tell. One quest leads to another and another and another until you're totally hooked.



AVALON

Arthur's island nation was once a forested maze. When you leave Camelot and press further into the wilderness, you'll open up new regions, but you'll also be able to return to any of the areas you've already visited.

THE BEST OF THE QUEST

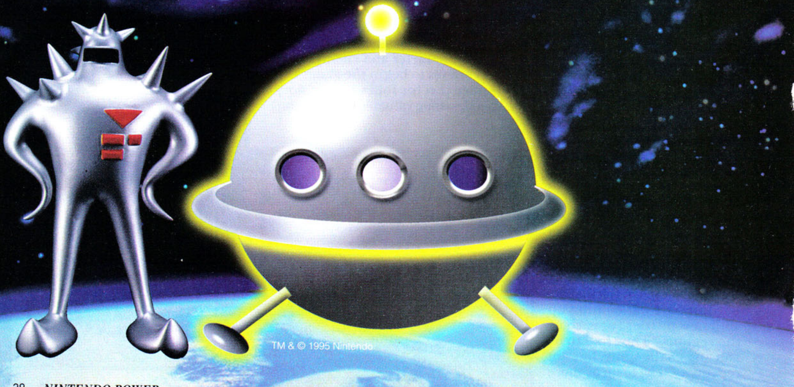
We also asked the design team what they liked most about their game. Both Phil and Sam thought that the dragon battles were some of the most exciting moments. The final battle with Morgana's dragon got both of their votes. As for cool enemies, Sam liked the Blackwing, one of the boss characters. When it came to difficulty, Phil says the warlords take the cake. "They're tough and they attack in groups." In a few more months you'll be able to cast your own votes on your favorite parts of the game, because King Arthur & The Knights of Justice is finally on its way.

FLEE, EARTHLINGS!

It's horrifying! It's horrific! It's horrible! It comes from Japan—home of Godzilla, Rodan, Mothra and rice. It's scary, too, with zombies and aliens and man-dicing kitchen implements! It's EarthBound from Nintendo, and it's coming to the Super NES this June. Be prepared to play!

EARTHBOUND™

Who will save planet Earth from the ravages of The Geek? Who will venture through space and time? Who else but you!



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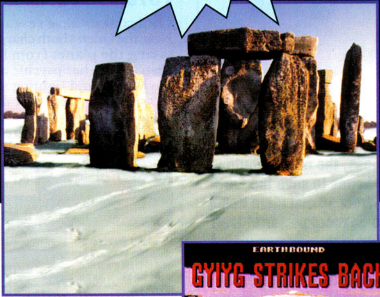
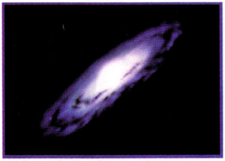
THE IRRATIONAL INQUIRER

METEORITE HERALDS ALIEN INVASION!

EXCLUSIVE PICS!



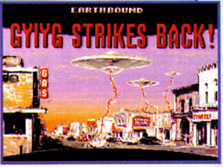
EARTHBOUND STUNS THE CIVILIZED WORLD WITH SHOCKING PLAY VALUE AND FREE PIZZA DELIVERY



Although EarthBound appears to be a harmless RPG, featuring modern settings and a sci-fi theme, sources inside Nintendo report that, in fact, the game "zombifies" players. Nintendo spokespersons refused to comment, repeating only, "Must play! Must play!" Inquirer staff members have uncovered that the sprawling game covers huge areas and includes funky enemies such as an evil gasoline pump. Speculation suggests that the Game Pak's battery backed memory may actually control an alien signalling device. Our investigative reporters are on the scene.

NIGHT OF UFO TERROR PLAGUES ONETT

The people of the small American town of Onett passed a night of intergalactic terror recently when an object of extraterrestrial origin crashed in a pasture near the town. Police barricaded the site, but citizens reported seeing strange lights in the sky both before and after the incident. Was this just a meteorite or was it actually a downed UFO? Unnamed, unusual activities have since been reported in the area.



GEEK INVADES!!!

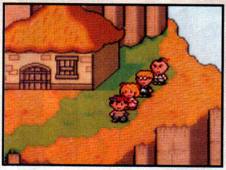
BOY, 13, ONLY HOPE

Sources at the UFO crash site in Onett have confirmed that the Earth now faces imminent destruction by a ruthless space alien known as the Geek. The plot was uncovered by a 13-year-old boy named Ness after he approached the highly radioactive crash site. Ness hopes to find several heroic companions willing to join with him to fight the interstellar threat. Armed with a broken baseball bat, an ATM card and a cookie, Ness stated, "I'll do my very best to save the planet. I promise."

NEVER-BEFORE-SEEN LIVE ALIENS...DINOSAURS...HEROIC HUMANS...BUGS...PIZZA DELIVERY GUYS...AND MORE!

FOUR COURAGEOUS KIDS FACE ULTIMATE TEST

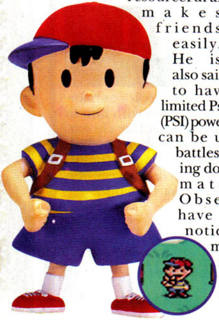
TEEN HEROES DEFY GALACTIC FIEND



Ness, the heroic youth who hopes to save the Earth from an evil alien being said to be more powerful than anything in nature, has joined forces with three other kids—Jeff, Paula and Pu. Odds makers have put their chances of success at somewhere around one hundred billion to one.

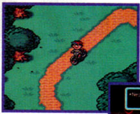
NESS TO SAVE EARTH

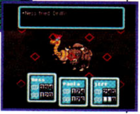
Now that Ness has taken on the challenge of saving the Earth, people want to know what sort of qualifications the young man has. Reports from his hometown seem to indicate that he is resourceful and makes friends easily. He is also said to have limited Psychic (PSI) powers that can be used in battles or during dodgeball matches. Observers have also noticed a marked fondness for snacks.



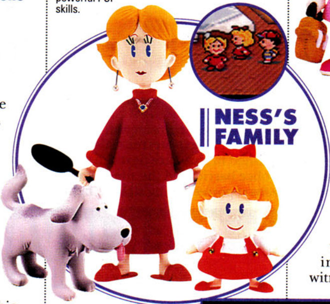
PSYCHIC YOUTH

Clinical tests have revealed that Ness, the Onett youth charged with saving the planet from hideous destruction, has psychic abilities. His healing and fighting skills are currently crude, but doctors believe that they will strengthen with repeated use.

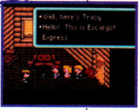




Ness' PSI abilities allow him to attack or heal, but he must first learn the skills. As he grows stronger, it is believed that he will master new and more powerful PSI skills.



NESS'S FAMILY



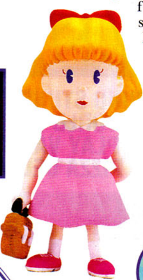
•Well, here's Tracy
•Hello! This is Escargot Express

Although they hate to see him go, Ness's family will do all they can to assist his effort to save the planet.

Ness can rely on his sister, Tracy, to take care of spare items. His Dad records his progress and puts money in the ATM. If he doesn't call his Mom, his fighting ability suffers.

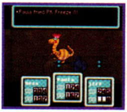
TELEPATHY LINKED TO TEEN HERO

Ness's newest companion, Paula, has been linked to the use of PSI powers including the use of telepathy. Telepathy is the ability to communicate over distances using only the mind. Following in the legendary footsteps of starcrossed lovers Link and Zelda, Paula supposedly called Ness telepathically when she was kidnapped recently. Paula refused comment on this.

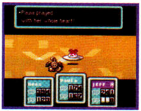


MORE AMAZING POWERS

The Inquirer has overwhelming evidence that Paula repeatedly proved her ability to use Offense and Defense PSI powers in addition to communicating using telepathy. The evidence includes eyewitness accounts of PSI attacks, levitation and a trail of bent spoons.



•Paula tried PK Freeze α!

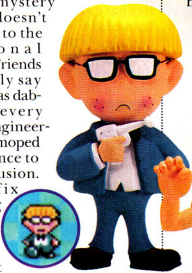


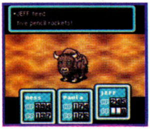
•Paula prayed
with her whole heart!

Paula can't use Recover, but she reportedly is strong in the use of Offense and Defense. In addition to these skills, she can speak long distance without a phone.

MECHANICAL GENIUS JOINS NESS'S TEAM

The latest reports on Ness and Paula indicate that they have been taken captive in the town of Threek. Unsubstantiated reports are coming in that the son of famed "sane" scientist, Dr. Andonut, has also come to Threek. How Jeff learned about the presence of Paula and Ness is a mystery since he doesn't subscribe to the Irrational Inquirer. Friends and family say that Jeff has dabbled in every field of engineering: from moped maintenance to nuclear fusion. He can fix anything or make tools from scrap. But the question remains—can this young Einstein save the planet?

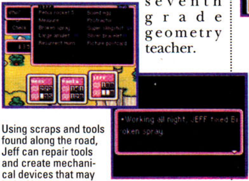




•JEFF fired five pencil rockets!

Brain evolution leads to breakthrough in PSI power.

Jeff Andonut's medical reports prove that he doesn't have extraordinary powers like those of his companions. Experts suggest, however, that the young man's extraordinary grasp of mechanics may prove even more valuable for the hopes of the planet. "He was like a true-life McGyver," recalled Jeff's seventh grade geometry teacher.

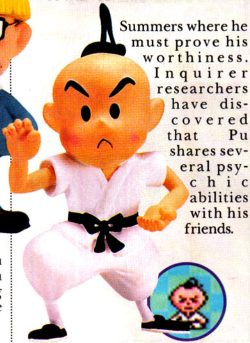


•Working all night, JEFF fixed Br oken spray.

Using scraps and tools found along the road, Jeff can repair tools and create mechanical devices that may help Ness.

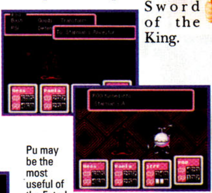
A BOY NAMED PU

The fourth member of the wunderkids has been identified. Joining Ness, Paula and Jeff on their heroic quest is a young man known as Pu. His search for the others has taken him to the town of Summers where he must prove his worthiness. Inquirer researchers have discovered that Pu shares several psychic abilities with his friends.



PSI BOY

The newest of the global defenders, Pu, uses virtually every type of PSI force including Defense, Offense and Recover. Professional seers foretell that he is also destined to make use of a special weapon called the Sword of the King.



Pu may be the most useful of the Fated Four, but he is also the last to join the gang and he has the most catching up to do to build his experience and strength.

SAMARITANS HELP SAVE PLANET

Everywhere the selfless young heroes turn they find citizens willing to help in the defense of Earth against the alien onslaught. People give them items or sometimes help in other ways.

DR. ANDONUTS

Jeff's father, the "sane" scientist, invents time machines, space ships and other hi-tech gadgets.

MR. SATURN

In the Saturn Valley, Mr. Saturn will help the Terrific Teens build special machines.

APPLE KID

This helpful citizen reportedly makes the best skeleton keys in the world.

THE RUNAWAY BROS.

The Bros. tour bus may come in handy for Ness and company.

“THE MOST EXCITING GAME IN THE UNIVERSE”

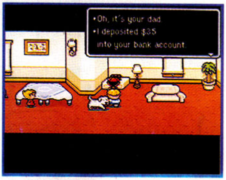
EARTHBOUND PLAYERS STUNNED BY REALISM AND OTHER GIMMICKS

In a move that's sure to offend millions of game players, Nintendo has thrown out the book on RPGs and replaced fantasy with reality and dozens of other cheap ploys and weird innovations.

JUST A PHONE CALL AWAY

CALL DAD FROM ANY PHONE FOR FAST CASH

What are parents good for? A survey of Onett youth answered that question with a resounding MONEY! Ness has an ATM card that lets him access his account from many convenient locations.



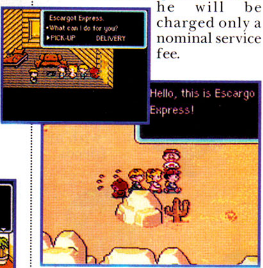
•Oh, it's your dad.
•I deposited $35 into your bank account.

PIZZA TO GO

In an historic agreement that may go down as the greatest day in fast food history, the world's pizza restaurants have pledged to help save the Earth. From today forward until the Geek is gone, they have agreed to deliver pizzas to Ness no matter where he is in time or space.

SISTER HELPS, TOO

Ness' sister, Tracy, today promised to hold any item belonging to her brother until he requests it and that he will be charged only a nominal service fee.

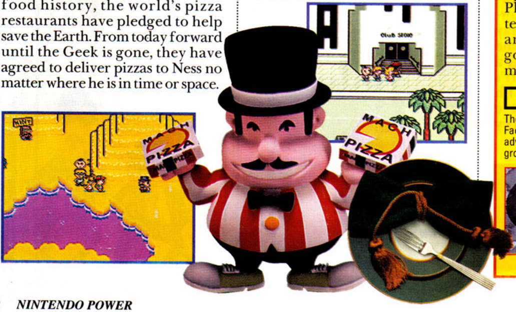


Escargot Express.
•What can I do for you?
▸PICK-UP DELIVERY

Hello, this is Escargo Express!

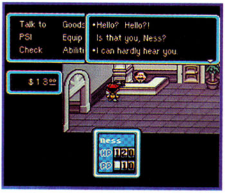
BOOK YOUR RESERVATIONS

Ness and other world-saving heroes may be busy, but they'll have to call ahead for reservations just like a regular Joe if they want a fine dining experience at a restaurant in EarthBound.



MOTHER'S LOVE

Eye witnesses to some of Ness' battles have reported a curious phenomenon. At times, Ness falls completely to pieces and seems to apologize for not calling home. “I think he just misses my cookies,” says Ness' mom.



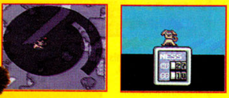
•Hello? Hello?!
Is that you, Ness?
•I can hardly hear you.

SNEAK ATTACK SYSTEM

The designers of EarthBound today revealed the remarkable combat system that allows players to sneak up on enemies to gain an advantage. Players should be warned that this technology allows game enemies to ambush them, as well. Of course good guys and bad guys may also meet head on.

FACE TO FACE

The standard RPG engagement is a Face-To-Face encounter. In EarthBound, you gain no advantage from this scenario. The gray background signals it's an even bout.

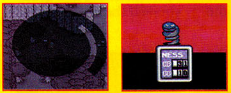


USEFUL STUFF

Ness and his companions must use whatever weapons and items they can lay their hands on to defeat their enemies and progress in the game.

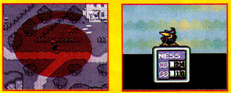
ENEMY ADVANTAGE

If you attack the enemy from the side or back, you'll gain an attack advantage over it. You'll have to be quick, because the enemies zero in on you. The green screen shows your cunning.



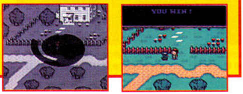
AMBUSHED

If an enemy attacks you when you're looking the wrong way, it will have the first advantage in the battle. The screen will flash red, signaling that you blew it.



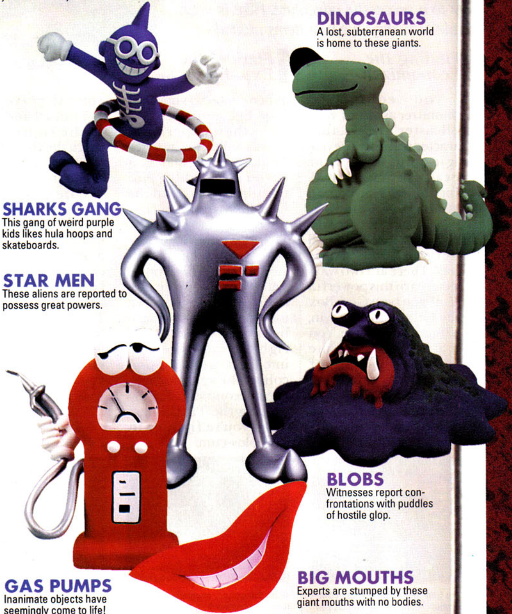
NO CONTEST

If you are far more powerful (with higher levels) than an enemy that you meet along the road, you won't even have to fight it, but you'll still get experience points. Build your levels quickly!



WANTED: DEAD, STUFFED OR SCRAMBLED

Reports of aliens lurking in the countryside around Onett have terrified the public. Other inexplicable phenomena, such as pets running away and police officers behaving oddly, have also been reported. If you see any of these entities, call the Alien Invasion Hotline.



DINOSAURS
A lost, subterranean world is home to these giants.

SHARKS GANG
This gang of weird purple kids likes hula hoops and skateboards.

STAR MEN
These aliens are reported to possess great powers.

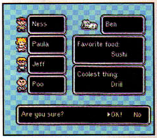
BLOBS
Witnesses report confrontations with puddles of hostile glop.

GAS PUMPS
Inanimate objects have seemingly come to life!

BIG MOUTHS
Experts are stumped by these giant mouths with no bodies.

U-PICK

Recent reports claim that EarthBound players can personalize the game with custom names. Players' choices for Food and Cool Thing add even more of a personal touch, especially when they go home to their favorite meals.

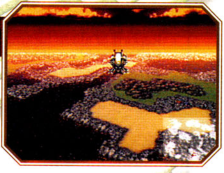


Ness
Ben
Paula
Favorite food: Sushi
Jeff
Coolest thing: Drill
Poo
Are you sure? ▶OK! No

STRATEGY

If you're having trouble in your local fantasy world, then the Epic Center is the place to turn. Grab your sword and start hacking!

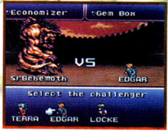
Final Fantasy III



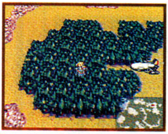
Finding the right gear for your characters is key to a successful adventure. Here is your guide to finding the best items around!

Finding the Economizer

If you equip the Economizer as one of your spellcaster's relics, that character will only use one magic point when he or she casts any magic spell. Using this relic, in combination with a Gem Box, allows a magic-user to cast two spells each turn and never run out of magic points! There are two ways you can earn this powerful relic. If you bet a Gem Box in the Colosseum and win, you'll earn it as a prize. You can also find it on the island to the west of Triangle Island in the World of Ruin. If you defeat a Brachosaur there, it sometimes drops the Economizer as a reward.



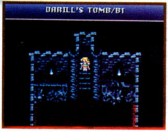
Bet the Gem Box while you're in the Colosseum. If you win the battle, you receive the Economizer.



If you defeat the Brachosaur on the island to the west of Triangle Island, the Economizer might randomly appear.

Finding the Exp. Egg

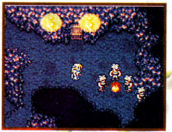
When characters have the Exp. Egg equipped as a relic, their experience points will grow at twice the normal rate, making it easier to quickly raise their levels. To find the Exp. Egg you must first inscribe the message "The World is Square" backwards on the blank tombstone in Darill's Tomb. Take the bottom staircase to the lower floor of the tomb and stand one space below the chest. Walk right through the wall into the secret room and collect the egg. You can win a second Exp. Egg by betting the Tintinabar when you're fighting in the Colosseum.



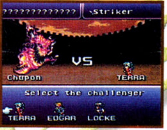
Write the correct message on the blank tombstone then head for the basement.

Finding the Striker

While the Striker isn't the best weapon for most of your characters, it is instrumental in getting Shadow to join your part. You can only find the Striker inside the Cave in the Veldt. When you enter the cave, take the top tunnel and continue to the right until you reach the four men. Enter the door above the men and take the left tunnel in the next room. Walk down through the wall inside the tunnel, then continue all the way down until you reach the treasure chest. If you found shadow earlier, and if he has already left Thamasa, go to the Colosseum and bet the Striker. Shadow will be your opponent, and if you defeat him, he'll join your party.



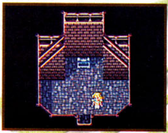
Find the Striker hidden inside the Cave in the Veldt once you've reached the World of Ruin.



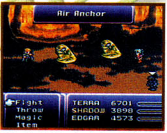
Bet the Striker in the Colosseum, then defeat Shadow to get him to join your party.

Finding the Air Anchor

One of the many special tools that Edgar can use to defeat his enemies is the super-powerful Air Anchor. When used on an enemy, it will cause them to self-destruct with a single blow! Overall the Air Anchor is a pretty cool weapon, but it's really tricky to find. You can win the Air Anchor in the Colosseum if you bet the Genji Armor, but only if you manage to beat Borras. This may prove difficult, seeing as he has 10,000 hit points! You can also find the Air Anchor in the Fanatics' Tower. Once in the tower, enter the first door you come to and open the chest to receive the Safety Bit. Face the back wall of the room, one space to the right of the chest, and push the A Button to activate a hidden switch. If you hear a loud thud, exit the room and you should see a new door on the staircase below. Enter the door, open the chest, and grab yourself the Air Anchor!



Head over to the Fanatics' Tower and find the Air Anchor hidden in a secret room!



With the Air Anchor in hand, Edgar is a major force for your enemies to deal with.

Sailing the High Seas of adventure can be treacherous for an inexperienced explorer! Here's a plan for a successful voyage.

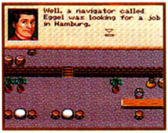
Uncharted Waters
New Horizons

Hoist the Anchor!

The year is 1522 and the Golden Age of Exploration has just begun. It's your life ambition to sail the yet uncharted ocean, finding untold wealth and undiscovered lands. Your final objective will vary depending on which of the six characters you choose, but all six need to gain fame and treasure in order to succeed. These basic strategies will set your sails in the right direction, regardless of your mission.

Collecting Information

Talk to every townsperson you find in each new port you discover. You'll gain clues about sailing, trade routes and the port's history and specialty. Other info that will help you become a successful merchant. Even if you're a pirate you'll need to find good places to sell your stolen goods! Talk to the people in the cafes for more specific information about treasures.



Well, a navigator called Eggel was looking for a job in Hamburg.

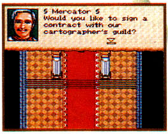
Make sure you talk with everyone when you find a new port. You may find valuable information.

Increase your Wealth

Collect cash any way you can! You can gamble in the cafes if you want to waste some time, but your best bet is to find some good trade routes. Find a port where you can buy a product cheaply, then turn around and sell that product in a town that will pay more for it. Build a strong fleet, so you can steal goods from the enemy.

Sign Contracts

Sign contracts with a Collector and a Cartographer as soon as you can. To sign with a Cartographer, you must first join the Cartography Guild for 48,000 gold pieces. As you find new discoveries, you can return to the Collector with the information to gain both cash and fame. When you discover new lands you can return to the Cartographer for even more cash! The Collector in Bordeaux and the Cartographer in Barcelona will be your best benefactors.



$ Mercator $
Would you like to sign a contract with our cartographer's guild?

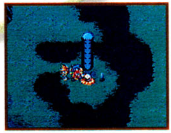
Sign a contract with the Collector in Bordeaux and the Cartographer in Barcelona.

Finding the important items in Breath of Fire can be tricky when you have a world as big as this one.

Breath of Fire

Mogu's I. Claw

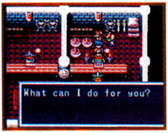
You might remember a mole mentioning a special "Sunken Treasure" when you visited the town of Gramor. You could scour the bottom of the ocean all day long and you still wouldn't find it. Why? The item that the mole was referring to was the I. Claw and it washed up on the shore of the weapon-collector's island. To get the claw, you'll need to fly to the island and talk to her, then visit the old weapon-collector in the south. After you carry several messages and items back and forth between the two new-found friends, the old weapon-collector will reward you with the I. Claw. Once you have the I. Claw, take it to the Great Digger in the upper right cave of Gramor and he'll teach you how to use it. Once Mogu has use of the I. Claw, you can enter the Obelisk, but only if you've talked to Jadein inside the Jade Pagoda.



Once you've found the I. Claw you can dig in these specially marked areas.

Ox's Mallet

The best weapon around for the mighty Ox is the Mallet. The problem is, the Mallet is incredibly elusive, meaning most players rarely find it. The best way to pick it up is to set up shop in one of the Flea Markets in either Prima or Tunlan. To set up shop, enter the Flea Market and walk behind the counter of the empty booth. If you have Gobi at the front of the party, people will begin walking up to you and offer items for trade. Eventually, someone may come up with the Mallet in hand. If this happens, take them up on their offer, no matter what it costs! The Mallet is very rare, and you may never get a second chance to buy it.



What can I do for you?

Go to the empty booth and put Gobi at the front of the party. Hopefully, customers will appear.

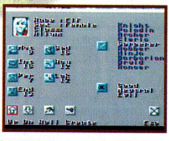
When playing an epic as large as this one, you'll want to make sure that your party is well prepared for the horrors they'll face.

Might and Magic III

Might & Magic III: Isles of Terra

Choosing your Friends Carefully

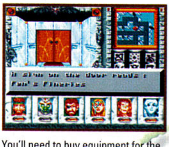
While the default party you receive at the beginning of the game is strong enough to make it through the game, you can help your party out by replacing a few of the key players. Magic is an important feature in this game, but most players will find that they tend to rely more on the might when they go exploring. It is especially important to have characters who can wield missile weapons so you can attack creatures from afar, avoiding damage at the same time. With this in mind, you may consider dropping the sorcerer from your party. Not only is he the weakest fighter of the bunch, but he can't even lift a bow, let alone fire it. Because you'll still want someone who can use magic, replace him with an archer who has high intelligence. As the archer rises in level, he'll be able to use any of the sorcerer's spells as needed, and he can use most weapons proficiently. Leave both the paladin and the cleric in your party so you'll be able to heal up when you're deep in a dungeon. The robber is an important character to have for opening chests safely, and the knight is a great fighter, but the barbarian doesn't offer your party more than brute strength. You might trade him for a ninja or a ranger and get some extra power in your party. Before you dismiss a character from your party, be sure to give all of his or her items to your other characters. Even if you can't use them, you can sell the items for cash!



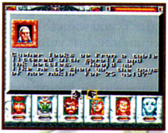
Take the time when you're in the Inn to create a few strong characters. The power they add to your group will pay off in the long run.

Starting out Strong in a Dangerous World

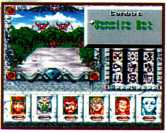
Now that you've got yourself a party, it's time to hit the road and start finding your fortune. Your first stop had better be the local store, Fen's Fineries, so you can grab yourself some gear. Buy the best armor you can for any new characters you've added to the party, then purchase any missile weapons Fen is offering. Your party starts out low on missile weapons, and nothing beats a good bow when you want to hit an enemy from a distance. After equipping all of your weapons, find the Cypher in the north part of town and teach one of your characters cartography. Now you'll be able to use the mapping option to find your way around. Exit the town at this point and pick a few fights with the local goblins. These are much easier to defeat than the moose rats in the town, so you'll be more likely to survive. To the east of Fountain Head you'll find a wagon among the trees where you can pay ten gold pieces to have the Wizard Eye spell cast on you, letting you see your surroundings. Seek out the other wagons on the map to gain information and experience as needed. Search the area for caches of hidden weapons and armor by walking sideways through the trees and mountains. You're not supposed to be able to do this, so take advantage of this trick early! Later, in the town of Baywatch, you can learn both the Path Finding and Mountaineering skills that let you wander forward through these terrains. When you reach Level 5 or 6 you can begin exploring the caverns below Fountain Head. There you'll find the Swimming skill that allows you to cross the water. Use these three skills along with the Wizard Eye spell to locate the Magic Wells around the area. Drinking from each Magic Well will boost one of your character's attributes, giving you the added power you need to stay alive in this harsh world.



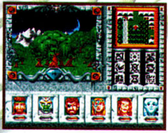
You'll need to buy equipment for the new characters in your party, so find Fen's Fineries just north of where you begin.



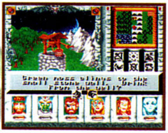
You can find the Cypher in the north part of town. He'll teach you the Cartography skill for25 gold pieces.



Fight the weaker enemies outside of Fountain Head before you take on the tougher Moose Rats in town. Find the Fortune Teller's wagon to get the Wizard Eye spell.



You can travel through the trees and mountains by walking sideways. Normally you need the Mountaineering and Path Finding skills to enter these areas.



Find the Magic Wells hidden throughout the area so you can boost your various attributes.

Attribute Boost Locations

Defense Well
Map A1 X=4, Y=7
Personality Well
Map A1 X=14, Y=6
Intelligence Well
Map A1 X=13, Y=1
Hit Point Well
Map A1 X=11, Y=3
Spell Point Orb
Map A2 X=14, Y=14
Strength Fountain
Map B1 X=4, Y=9

Picking Weapons and Armor

Might & Magic III has thousands of different items that you can find during your quest, making it difficult to figure out which equipment is best for you to use. You can have items identified in the town shops, but it quickly becomes time consuming and costly. Now you can save yourself some cash by using these tables to identify the weapons and armor. You can equip the items as soon you find them, without worrying about losing that all-important edge over your enemies! You can tell Fen and his fellow shopkeepers what to do with their exorbitant identifying fees!

How to use the Charts

Every weapon in the game has a base damage rate and every piece of armor has base protection rate. Depending on the material that the item is made of, these rates can be adjusted up or down. The material a weapon is made of can also give a character an improved ability to hit the enemy. When you identify an item, find the base rate (protection or damage) then add the material adjustment to the base. For example, a short sword has a damage rate of 2-6. If the sword is made of iron, add two points to the damage (4-8) and add one point to the character's ability to hit.

Key

Ar = Archer
B = Barbarian
Cl = Cleric
Dr = Druid
K = Knight
N = Ninja
P = Paladin
Ra = Ranger
Ro = Robber
S = Sorcerer

One-Handed Weapons

Weapon	Damage	Restrictions
Club	1-3	None
Dagger	2-4	No Clerics
Cudgel	1-6	No Sorcerers
Hand Axe	2-6	No Cl, S
Nunchakas	2-6	Only Knights & Ninjas
Short Sword	2-6	No B, Cl, Dr, N, S
Maul	1-8	No Sorcerers
Cutlass	2-8	No B, Cl, Dr, N, S
Mace	2-8	No Sorcerers
Sabre	4-8	No B, Cl, Dr, N, S
Spear	1-9	No Cl, S
Long Sword	3-9	No B, Cl, Dr, N, S
Wakazashi	3-9	Only Knights & Ninjas
Flail	1-10	No Sorcerers
Scimitar	2-10	No B, Cl, Dr, N, S
Broad Sword	3-12	No B, Cl, Dr, N, S
Katana	4-12	Only Knights & Ninjas

Two-Handed Weapons *(can't equip shield)*

Weapon	Damage	Restrictions
Staff	2-8	S
Trident	2-12	No Cl, Dr, S
Glaive	4-12	No Cl, Dr, S
Battle Axe	3-15	No Cl, Dr, N, S
Naginata	5-15	Only Knights & Ninjas
Pike	2-16	No Cl, Dr, S
Bardiche	4-16	No Cl, Dr, S
Grand Axe	3-18 No	Cl, Dr, N, S
Halberd	3-18 No	Cl, Dr, S
Flamberge	4-20 No	B, Cl, Dr, N, Ro, S

Missile Weapons

Weapon	Damage	Restrictions
Short Bow	3-6	No Cl, Dr, S
Long Bow	5-10	No Cl, Dr, S
Crossbow	4-8	No Cl, Dr, S
Sling	2-4	No Cl, Dr, S

Armor & Other Protection

Armor	AC Bonus	Restrictions
Robes	1	None
Padded Armor	2	Max. for Sorcerer
Leather Armor	3	Max. for Druid
Scale Mail	4	Max. for Barbarian
Ring Mail	5	Max. for Ninja
Chain Mail	6	Max. for Ar, Ro
Splint Mail	7	Max. for Cl, Ra
Plate Mail	8	Only K & P
Plate Armor	10	Only K & P
Cloak	1	None
Cape	1	None
Shield	4	No Ar, Dr, N, S
Helm	2	None
Gauntlets	1	None
Boots	1	None
Belt	0	None

Item Material

Material	To Hit	Damage	AC
Wooden	-3	-3	-3
Leather	-4	-6	0
Brass	3	-3	-2
Bronze	2	-2	-1
Glass	0	0	0
Coral	1	1	1
Crystal	1	1	1
Iron	1	2	1
Lapis	2	2	2
Pearl	2	2	2
Silver	2	4	2
Amber	3	3	3
Steel	3	6	4
Ebony	4	4	4
Gold	4	8	6
Quartz	5	5	5
Platinum	6	10	8
Ruby	6	12	10
Emerald	7	15	12
Sapphire	8	20	14
Diamond	9	30	16
Obsidian	10	50	20

Attribute Bonuses

It is also possible for items to possess special features that will add to a character's abilities. These attribute bonuses take effect when the piece of armor of weapon is equipped and work automatically when needed. Items with these special properties are very rare, so hold on to them when you find them!

Elemental Bonuses

Some of the weapons and armor in this world have been forged with magic elemental properties. When characters equip armor with elemental bonuses, they will gain extra resistance to attacks of those elemental types. If a weapon with an elemental bonus is equipped, in addition to the extra resistance, damage to an enemy is boosted by the attack.

Special Abilities

On top of all the hit, damage and protection bonuses that an item can have, some items have special abilities that allow your characters to cast spells. In order to use the special abilities, first equip the item, then go to the item screen and select the Use command. This may seem awkward, but it can keep you from wasting your spell points!

THE
IGNITION
FACTOR

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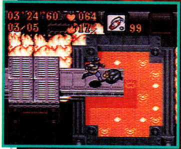
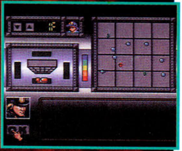
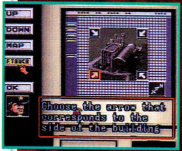
SIZZLING SUSPENSE FOR THE SUPER NES

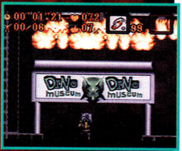
If you're tired of fantasy or science fiction games and are looking for something really different, check out The Ignition Factor, a one-player firefighting adventure from Jaleco. Using familiar adventure game features like an overhead view, an inventory of tools and items and a map screen, you battle blazes and rescue trapped citizens. Though it would need a few more details and a bit more atmosphere to be considered a true simulation, the game does manage to capture some of the drama and danger surrounding this perilous profession.





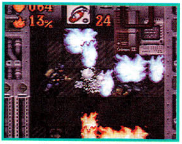


Choose the arrow that corresponds to the side of the building



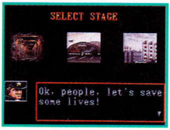
INTO THE FIRE

The game has three levels with a total of eight stages or missions. Each mission starts with a briefing that describes the fire or emergency in progress and outlines the basic goals. You then select your equipment, check your maps, and set the placement of your fire engine at the scene. These decisions will directly affect your ability to complete the stage, so plan carefully.



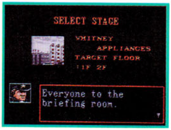
The most important part of your job as a rookie firefighter is to save lives.

CHECKING THE SCENE



SELECT STAGE

Ok, people, let's save some lives!



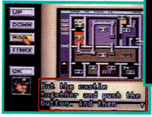
SELECT STAGE

WHITNEY APPLIANCES
TARGET FLOOR
:1F 2F

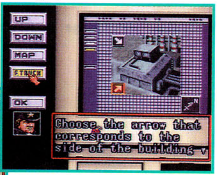
Everyone to the briefing room.

Each of the three levels has multiple stages, and the stages can be completed in any order. Once you choose a stage, though, there's no turning back. A title screen appears, then the mission briefing begins.

Get maps and instructions in the briefing. The fire engine can help you during the mission, so its placement is crucial!



Put the castle together and push the button. And then



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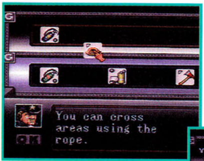
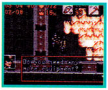
EQUIPMENT



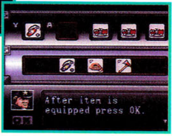
You can cross areas using the rope.

With info from the briefing, choose items for the mission. You can select two items at a time and carry others in inventory. The more you carry, the slower you move.

You can exchange items with the other firefighters you meet, and they can refill your empty items, too.



Do you need any more equipment?

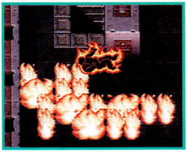


After item is equipped press OK.

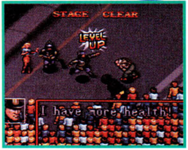
SQUAD 51 RESPONDING!

TAKE 2

Once the briefing ends, the mission begins. You can access your map during the mission to help you navigate. The map also indicates the location and health of each person trapped. Besides rescuing a minimum number of victims, you'll have to recover objects and react to additional orders or information received along the way. There is a time limit for each stage, so you may not be able to accomplish everything before the building collapses.



Victims are often trapped behind walls of fire. Rescue them before they are fatally injured!

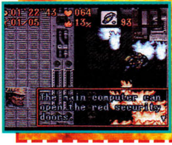


I have more health!

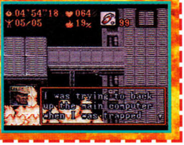
You are awarded points after every stage. High scores will increase your health meter.

BRADSHAW STEEL MILL

This mission is pretty basic: rescue at least five people from the steel mill. There's only one floor to search, but you don't have much time.



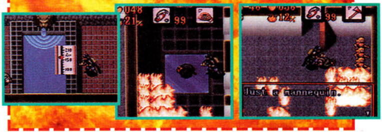
The main computer can open the red security doors.



I was trying to back up the main computer when I was trapped

PYGMALION PRODUCTIONS

A two-story mannequin factory is going up in flames. You'll need to rescue at least six people, and the situations may call for some creative solutions.



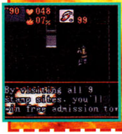
Just a mannequin.

MCGLONE MINE

There's no fire, but the poisonous gas filling this mine is just as dangerous. You'll have to rescue at least seven people from the foul fumes.

DINO MUSEUM

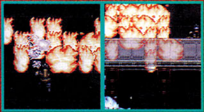
The fire at the Dino Museum is spreading slowly. You've got a longer time limit, but you'll probably need every minute to search the three floors for trapped citizens. You may also be asked to help save precious fossils.



By visiting all 9 stamp sites, you'll win free admission to

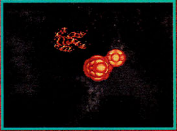
POWER-UP

FIREFIGHTING TACTICS

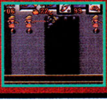


To see hidden flames hold L or R to "crab walk" to the left or right while still facing forward. This technique is good for fighting a wall or field of fire.

FIREFIGHTING TOOLS



Plastic explosives can break through walls or obstacles, but watch out for the blast!



Press and hold the rope button until you're safely across.

Depending on the info you get in the briefing, you might start a mission without the proper equipment. Here's a list of items recommended for Level 1 and Level 2. Even so, firefighting is unpredictable. Unexpected situations may arise.

BRADSHAW STEEL MILL	💣		
PYGMALION PRODUCTIONS	🪢	🪓	💣
MCGLONE MINE	▨	⛏	
DINO MUSEUM	NONE		
WITNEY APPLIANCE FACTORY	💣		

Speedy Gonzales
Los Gatos Bandidos

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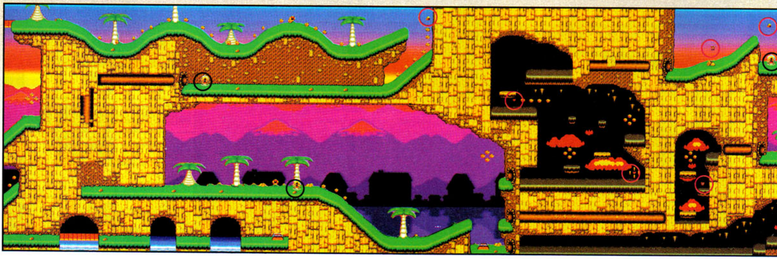
THE DAY THE MOUSE ROARED

Finally, the day of the town fiesta has arrived! The mice have just begun to cut the cheese for the big feast when a shadow darkens the town square. It's Los Gatos Bandidos! In a flash, they kidnap the unsuspecting mice. Luckily, Slowpoke Rodriguez is late, arriving just in time to see his friends being herded away. Panicked, Slowpoke shuffles off to find the one mouse that can save the town—Speedy Gonzales! Now, it's up to you and Speedy to race across the country and free the mice before these cats have their own fiesta!



SLEEPY ROCK

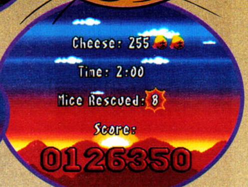
HARROWING HIKE!

Speedy begins his quest in the green hills of Sleepy Rock. Though his great speed could make this a short hike, Speedy knows it's always better to enjoy the scenery—especially when it's filled with his kidnapped friends!

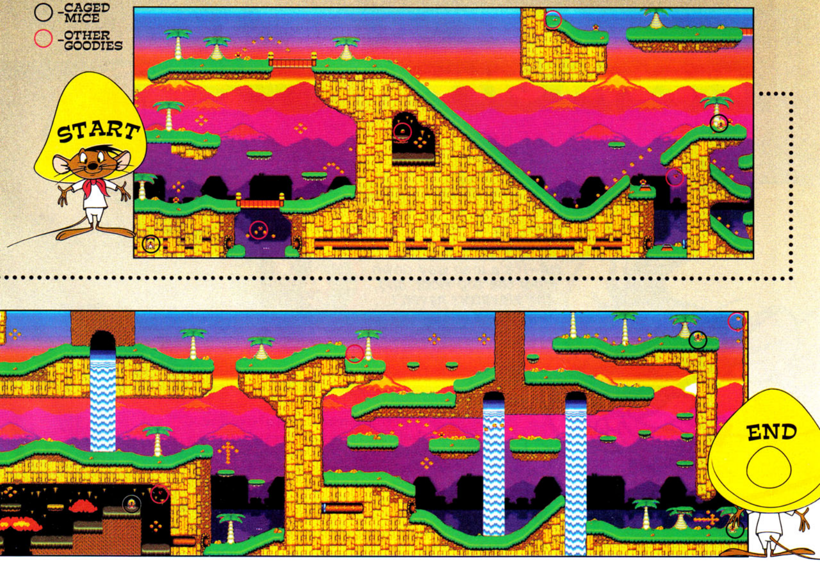
AY, CARAMBA!

Armed with only his speed, a snappy kick and his springy mouse traps, Speedy will have a tough time beating the clock and finding all eight mice trapped in the first level. But if he does, he's rewarded with a valuable Continue that he'll need when things get tough.

As Speedy frees the caged mice, load up on cheese you find along the way. You get an extra life for every hundred wedges you collect!


Cheese: 255
Time: 2:00
Mice Rescued: 8
Score:
0126350

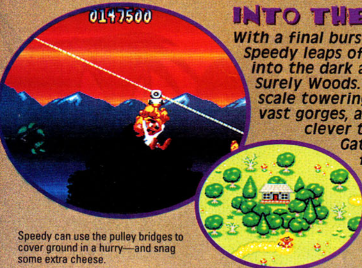
You can really stock up on extra lives and Continues in the early levels. Try to match Nintendo Power's top score for the first stage!


○ -CAGED MICE
○ -OTHER GOODIES
START
END

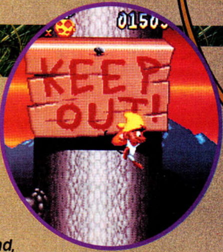
SURELY WOOD

INTO THE FOREST

With a final burst of speed, Speedy leaps off Sleepy Rock and into the dark and menacing Surely Woods. There, he must scale towering timbers, hurdle vast gorges, and avoid a few clever traps left by Los Gatos if he hopes to free his amigos. And, if Speedy's fast enough, he can also track down a few extra lives hidden among the pines!



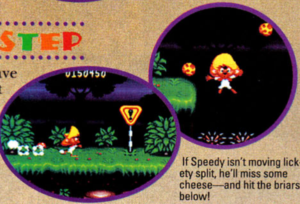
Speedy can use the pulley bridges to cover ground in a hurry—and snag some extra cheese.



Los Gatos' fake warning signs won't fool Speedy—he can spot their sloppy writing anywhere!

ONE GIANT STEP

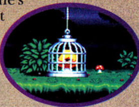
Luckily, the local rangers have marked some of the forest pitfalls with warning signs. When you see them, take a careful look ahead. Then, get some running room, get Speedy moving, and prepare to jump!



If Speedy isn't moving lickety split, he'll miss some cheese—and hit the briars below!

MOUSE TRAPS!

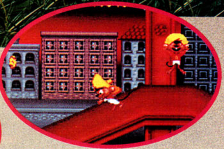
Take these traps more seriously than those on Sleepy Rock. If Speedy is caught, he's finished. Either put on the brakes and spring them or floor it and race right on by.



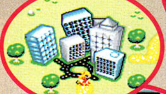
FIESTA CITY

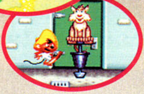
WARNING-CONSTRUCTION

Oh, the lights and noise of big city construction make Speedy's head spin. Los Gatos have hidden the captured mice along the girders of these skeleton skyscrapers. Speedy must be careful—it's a long way down from the top floor, and the elevators haven't been installed yet!

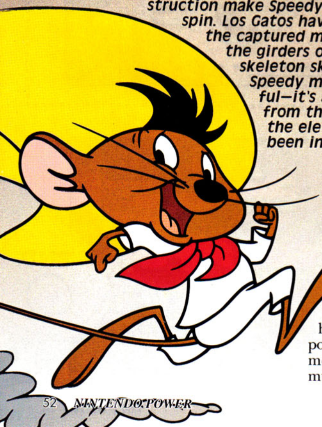


Speedy can't stop and chat with his freed amigos—the clock's ticking!



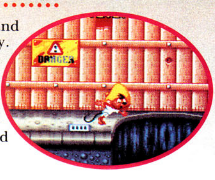


Give the jack-hammering Gatos two swift kicks to quiet them down.



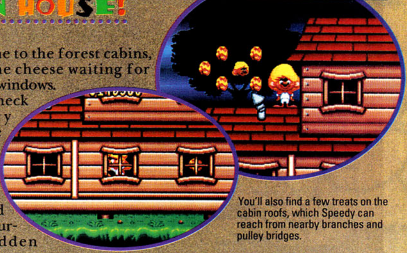
SEWERS FOLLY!

There's construction above and below ground in Fiesta City. Speedy has to be ready to leap these smelly craters in a flash when he's running along the street. And when he's leaping from swinging girders and powerlines, a wrong move can send him plummeting into the gaping holes and a dark and murky demise.



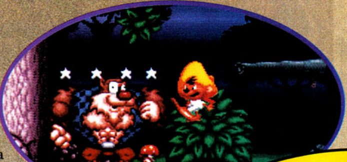
CLEAN HOUSE!

When you come to the forest cabins, you'll see some cheese waiting for Speedy in the windows. Be sure to check out every inch of the place. Make like a Mexican Jumping Bean to find some extra surprises hidden high and low.



You'll also find a few treats on the cabin roofs, which Speedy can reach from nearby branches and pulley bridges.

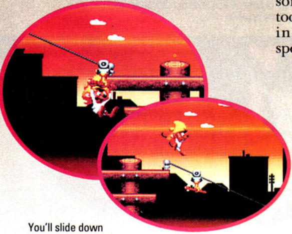
FOREST FAT CAT



Don't let this burly feline hear you calling him that! The boss of Surely Wood spins down from the trees to one side of the big tree stump, flinging painful acorns at Speedy. Tuck Speedy safely under a branch next to the stump and wait until he hits the forest floor. After his second spin, he'll stop for a moment. Creep up next to him and wait for him to jump twice, then give him a kick in the head. That'll stop him, it surely will!

LIVE WIRES

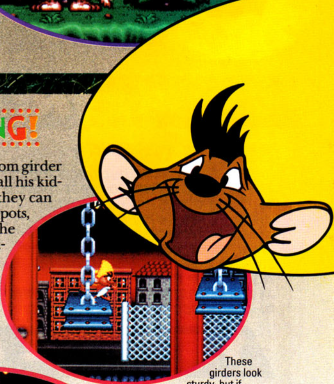
As he did in the forest, Speedy can use the powerlines for fast descents. But you have to cut these rides short or he'll hit the power pole and fall. As soon as you see the power poles appear, jump onto the next pulley handle and keep on flying.



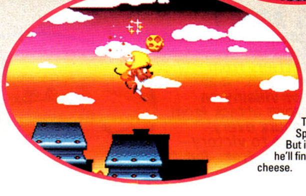
You'll slide down three powerlines in a row here. On the third, don't jump. Speedy will fall to a platform to find a hidden trapped mouse.

IT'S RIVETING!

Speedy will have to scamper from girder to girder in Fiesta City to find all his kidnapped amigos. And though they can help him get out of some tight spots, they're also dangerous. Only the most accurate jumps and split-second timing will get him safely from one to the next. In some cases, Speedy might be too speedy for his own good—in others, he might not be speedy enough!



These girders look sturdy, but if Speedy lingers too long, he'll find out what a pancake feels like!

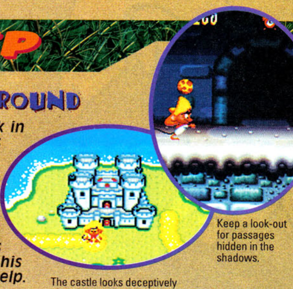


These floating girders will help Speedy make it through the level. But if he stops to enjoy the ride, he'll find an extra life and some cheese.

ANCIENT KEEP

HOWLED GROUND

Speedy moves back in time as he journeys to the Ancient Keep, a magical castle filled with ancient Gato warriors, hidden passages, and bubbling cauldrons. But Speedy's too busy to be frightened—amongst the wails and shrieks of the old castle, he can hear his poor friends' quiet cries for help.



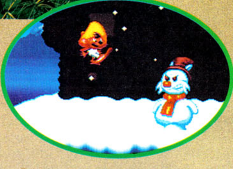
Keep a look-out for passages hidden in the shadows.

The castle looks deceptively pleasant from the outside.

SNOWY CABINS

UN-BRR-ABLE!

It's bitterly cold up here, but after the hot and muggy castle, Speedy welcomes the change. Still, even in the fresh, clean air of the high country, danger is everywhere. Speedy will have to fend off shooting walruses and dodge thundering, tumbling snowballs in this icy tundra while searching for his amigos. Even the warmth of the alpine cabins is disrupted by a few uninvited guests.

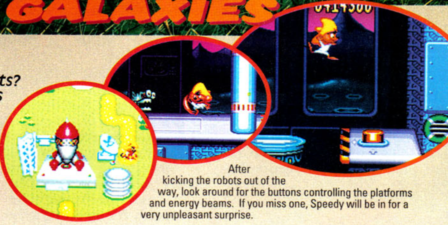


Take care of the snowball-throwing cats with two shots to their frosty heads.

GALACTIC GALAXIES

SPACE ODDITY

Pigs in Space, sure, but mice and cats? The Bandidos went to great lengths to throw Speedy off their trail. Undaunted, Speedy rockets up after them to a secret space station. There, he'll have to use the strange transporter systems to find all the trapped mice while avoiding snarling robots and a few hi-tech traps set by his enemies.

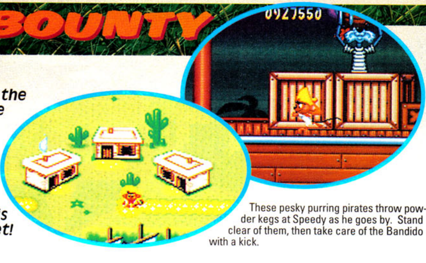


After kicking the robots out of the way, look around for the buttons controlling the platforms and energy beams. If you miss one, Speedy will be in for a very unpleasant surprise.

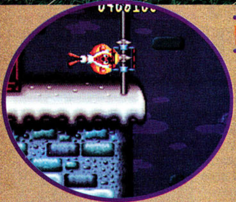
YE OLDE BOUNTY

SAILING AWAY

Ye Olde Bounty is an pirate ship from the days of the Bandidos' raids against the ships of the early settlers from Europe: English Sheep dogs. And there's still plenty of villainy on board her today. Crows attack from above, and Bandidos lurk everywhere. Speedy is close to victory—only a few more mice to free. But this will be Speedy's toughest challenge yet!



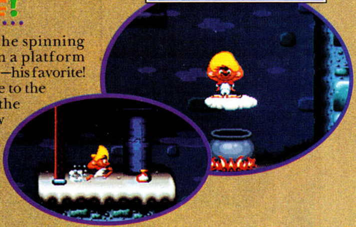
These pesky purring pirates throw powder kegs at Speedy as he goes by. Stand clear of them, then take care of the Bandido with a kick.



As you wind up for a super leap on these poles, time your jump so Speedy's feet are pointing in the right direction.

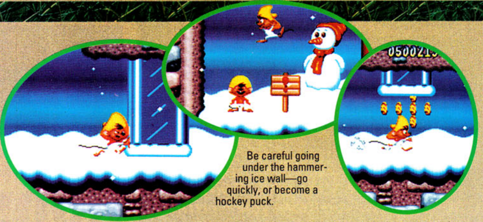
HOT TAMALE!

After a dizzying trip on the spinning poles, Speedy will land on a platform holding a bottle of hot sauce—his favorite! Drink it down and continue to the right. When you come to the boiling cauldron, blow a few sizzling breaths on the fire. This will create puffy clouds of steam—just the thing to carry Speedy out of this dead end.



FROZEN SHUT

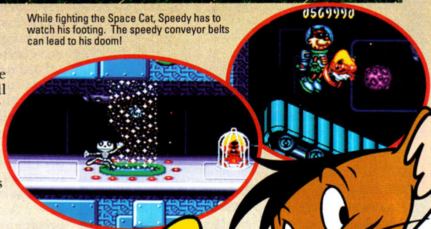
Just as Speedy thinks he's getting somewhere, up pops an ice wall. Speedy can't budge it. Go to the left across the ice platforms to find a trapped mouse and an exclamation point sign. Give it a kick to move the ice wall.



Be careful going under the hammering ice wall—go quickly, or become a hockey puck.

X-RAY BEAM

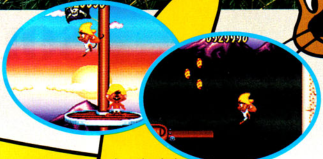
They may look like transporters, but don't be fooled. These electric showers of X-rays will give Speedy quite a shock. Even after avoiding all the X-rays, robots and energy beams, Speedy will have to find his way through the confusing catacombs of the station. And then, he must face the cool Space Cat. He's tough to beat. You'll have to find a special way to nip this cat in the bud!



While fighting the Space Cat, Speedy has to watch his footing. The speedy conveyor belts can lead to his doom!

CROW'S NEST

Climb the masts to find some hidden surprises. Up in the crow's nest, you'll find a nice view and a secret caged mouse. But remember that you're in the crow's nest—don't spend too much time admiring the sunset. A few nasty crows will start dive-bombing Speedy, which is sure to spoil his cruise!

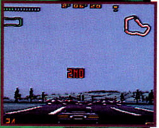


Jump the plank to find a secret room and a few surprises.

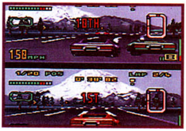
TOP GEAR 3000

A RADICAL RACE INTO TOMORROW

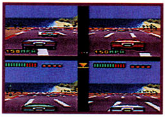
Kemco is taking one more lap around the track with a new pak called Top Gear 3000. The interstellar racing circuit is the name of the game 1005 years from now, and you'll take your electric car (hey, they've got BIG batteries in the future) from planet to planet, competing for cash and glory. Rather than making pit stops, you refuel and repair by running over color-coded strips on the tracks, a la F-Zero. Between races, you use your winnings to upgrade your vehicle. Experienced drivers may not like the absence of a manual transmission option, but the game does offer three levels of difficulty. Gentlebeings, start your engines!



PLAY OPTIONS

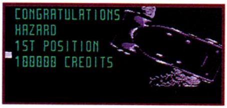


Since the real challenge (and fun) is to compete against live opponents, Kemco has wisely included several multi-player options. In the championship mode, you can choose a one-player game with a full screen or a split-screen game with either the computer or a second player directing the car in the bottom window. In the vs. mode, the screen is quartered, and there are only four cars total in each race. This mode also eliminates the story and some options of the championship mode, including car upgrades. You select one of four models at the start and keep it for the duration. If you have fewer than four players, the computer will control the other cars.

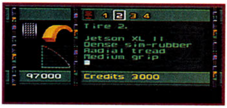


CAR MODIFICATION

The more money you win, the faster you can modify your car, the more races you can win, the more money you'll have...well, you get the idea. In the championship mode, you'll have to struggle along for a few races before you can afford new components for your car. Once the money starts rolling in, you can buy essentials like new engines, tires and armor. As time goes on, accessories like the Jump mechanism become available.



CONGRATULATIONS
HAZARD
1ST POSITION
100000 CREDITS



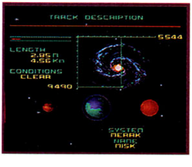
Tire 2.

Jetson XL II
Dense sim-rubber
Radial tread
Medium grip

97000

Credits 3000

SOLAR SYSTEM



TRACK DESCRIPTION

5544

LENGTH
2.85 M
4.56 Km

CONDITIONS
CLEAR

9490

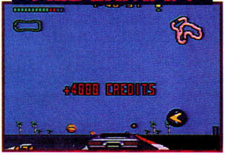
SYSTEM
MERAK
NAME
MISK

You'll get a readout showing track length and conditions before every race. Each solar system has its own racing series, and driver rankings will reset to zero at the start of a new series. You'll also get a password between solar systems.

INTERPLANETARY RACING

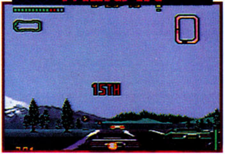
Some of the tracks have interesting "alien" features and backdrops, but racing on them can be fairly straightforward. There are some things, though, that you won't find on an F-1 or Grand Prix track, like jump ramps and teleporters. Another twist is that many tracks have one or more forks, and you can never be sure on the first lap what will happen if you go one way or another—you may find a shortcut, or you may find yourself with a dead battery after bypassing the only recharge strip on the track!

ALDERMAN



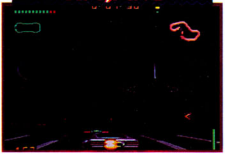
Look for bonuses on the tracks. Even if you don't win, the extra money you pick up may boost your winnings past the first place prize.

MERAK



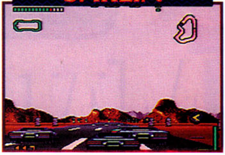
This stage features a night race, and the cars don't have great headlights.

KAJAM



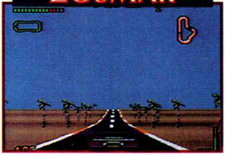
Later tracks can be narrow, so be careful on corners and when passing. Next thing you know, you'll smack into an alien tree!

SARLIN



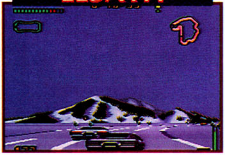
Using the booster on the first lap can help you take an early lead. Be sure to save one or two for unexpected emergencies, though.

ZOSMAR



Bumping others will slow you down, but it can help if you stay right in front of cars trying to pass. Watch the paint job, buddy!

LESATH



This track isn't complicated, but icy conditions are hazardous at high speed. Slow down and stick to the insides of the corners.

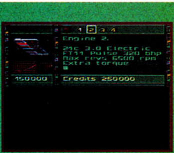
POWER-UP

MODIFY AND RECHARGE

The first important strategy is to modify your vehicle wisely. Rather than going wild in the car shop, save up for crucial components. Some accessories are tempting but not necessary. The second important strategy is to take the time to recharge during the race. If you don't, you might not cross the finish line.

WHAT'S FIRST?

The first things you should buy are a level 2 engine and tires. You can experiment after that to see what works best for you, but these components will see you through a lot of action before you need to upgrade those areas again.



1 2 3 4

Engine 2.

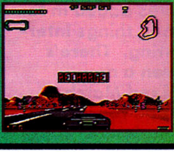
24c 3.0 Electric
FT11 Pulse 320 bhp
max revs 6500 rpm
Extra torque

150000

Credits 250000

REPAIR/RECHARGE

Some recharge/repair strips are short or are located only on one fork in the track. Take the time to recharge, even if it means slowing down and falling behind. You can always catch up, but if you're out of juice, you're out of luck!



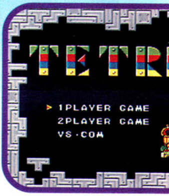
TETRIS® & DR. MARI

With the success of Super Mario All-Stars, you would think that more classic combos would make an appearance on the Super NES. Well, Nintendo has done it once again with the delivery of Tetris & Dr. Mario. Both of these games were huge hits on the NES and Game Boy, so it isn't any surprise that the combination game pak promises to be a big success. Players can choose their favorite block-droppers and enjoy the game as it was intended to be played. Tetris and Dr. Mario have both been faithfully re-created, with a few new features added in to keep things interesting. There's even a new Mixed Match mode for indecisive fans of both games!

© 1990, 1994 Nintendo

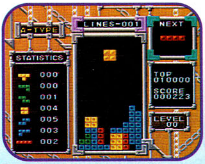
THE CLASSIC BLOCK-BUSTER HAS FINALLY ARRIVED

The megahit Tetris finally comes to the Super NES, and the fans are lining up to play it! When Tetris was first released on the Game Boy, players couldn't get enough. Mesmerized by their Game Boys, thousands of Tetris fans were lost for hours. While the Game Boy version of Tetris offered a two-player option, the NES version unfortunately did not, so



THE DOCTOR IS IN AGAIN ON THE SUPER NES

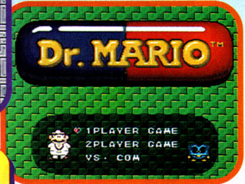
The premise of Dr. Mario was easier to grasp than Tetris, but it required an entirely different strategy. Instead of lining up blocks, players had to rid the screen of viruses. To finish off viruses, they line them up in rows of four or more vitamin capsule blocks of the same color. Many players didn't appreciate the differences in the two games at first, but Dr. M soon became



Most gamers have played Tetris before. Now they can drop a few blocks on the Super NES as well.

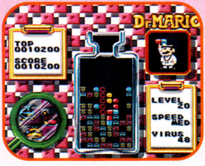
some players were a little disappointed with the only full-color version of the game. Now all of their Tetris wishes have been granted. Not only can you play Tetris in full color on the Super NES, you can beat the pants off your friends in the two-player mode as well!

Whether it's dropping blocks or destroying viruses, this game pak has something for everyone.



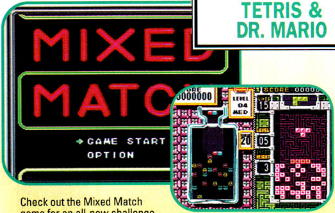
With two classic games at one classic price, you can't miss!

a classic in its own right. Once again, the Super NES version is identical to the original, yet updated to take advantage of the Super NES's power.



Dr. Mario fans rejoice! The game has arrived for the Super NES, and it plays like the original.

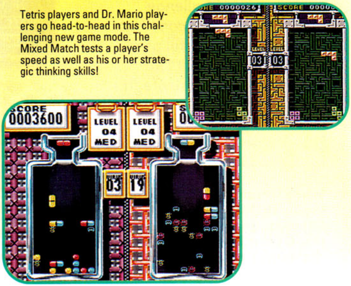
MIXED MATCH!



Check out the Mixed Match game for an all-new challenge. Have your own Tetris & Dr. Mario contest with your friends.

Whether you consider yourself Prince of the Puzzlers, or have more of a knack for one game than the other, the Mixed Match mode can set up some fierce competition! If you participated in either the PowerFest or the Campus Challenge, you should be familiar with the Mixed Match concept. You start by clearing 15 lines in Type B Tetris, then switch to Dr. Mario, where you must clear out 20 viruses as quickly as possible. Then, it's back to Tetris, where you finish out your time dropping blocks in the Type A game. To confuse matters further, you are racing another player to complete the challenge. You can really apply pressure on your opponent by getting a level or two ahead. While there is no player vs. computer mode, you can practice your two player skills by yourself, by selecting two players, and then allowing the other player's screen fill up. You'll be the winner every time!

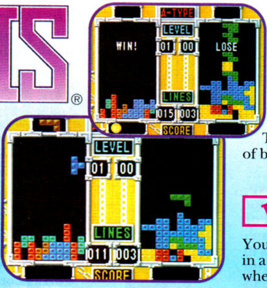
TWO GREAT GAMES—ONE GREAT SCORE!



Tetris players and Dr. Mario players go head-to-head in this challenging new game mode. The Mixed Match tests a player's speed as well as his or her strategic thinking skills!

TETRIS®

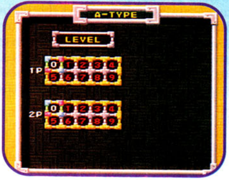
The new features in Tetris will thrill most players because they make up for the shortcomings in the original game pak. Now gamers can play Tetris against a friend or a computer opponent and double the tetrad action.


A-TYPE
LEVEL
WIN!
LOSE
01 00
LINES
015 003
SCORE
LEVEL
01 00
LINES
011 003
SCORE

Challenge your friends to a two-player match. If you force them off the top of the screen, you win!

TWO PLAYERS

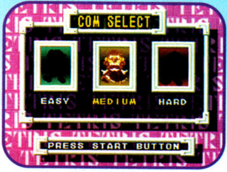
When Tetris was first released, there wasn't any other game like it on the market. While the play was very addictive and people loved the game, the programmers didn't include a two-players on the same screen option. This oversight has now been corrected, and players can take on their friends in head-to-head competition. If you like the challenge of Tetris, you'll love the challenge of beating your friends!


A-TYPE
LEVEL
1P
0 1 2 3 4
5 6 7 8 9
2P
0 1 2 3 4
5 6 7 8 9

You can adjust each player's skill level to even the challenge if one player is clearly better than the other.

VS COMPUTER

You can also take on the computer in a head-to-computer chip match when you can't find a pal. The computer has three different skill levels

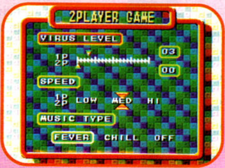

COM SELECT
EASY
MEDIUM
HARD
PRESS START BUTTON

There are three different computer players to challenge—each one with different abilities.

DR. MARIO®

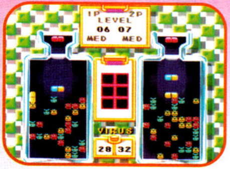
Dr. Mario has pretty much remained the same as the original NES version, but a Vs. Computer mode was added to the Challenge game. Now if you can't find a friend, you can still practice all of your best two-player moves and strategies.

You can adjust the Virus Level, Drop Speed, and the Back Ground Music when you play the two-player game.

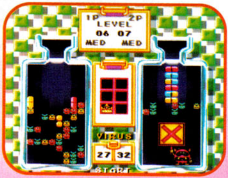

2PLAYER GAME
VIRUS LEVEL
1P
2P
03
00
SPEED
1P
2P
LOW
MED
HI
MUSIC TYPE
FEVER
CHILL
OFF

FEVERED FRENZY

When you are first learning how to play Dr. Mario, it's nice to start out easy, but as you get better you'll most likely want a more challenging game. You can adjust many of the attributes of the game on the Option Screen and make it even tougher. You can also change the music to fit your mood. If you don't like either of the background music selections, you can always just turn the music off.


1P
2P
LEVEL
06 07
MED MED
VIRUS
28 32

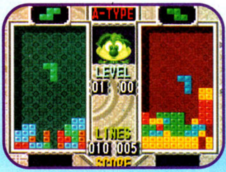
All the elements of the classic hit Dr. Mario have been included in the Super NES version. Get rid of those pesky viruses.


1P
2P
LEVEL
06 07
MED MED
VIRUS
27 32
START

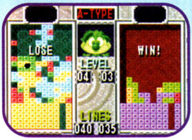
If you're playing against a friend, you can handicap yourself, and make the match a little more even.

VS. COMPUTER

The hottest part of Dr. Mario is the two-player mode. This version of the game includes a computer challenger so you can hone your competition skills. Each of the that are sure to challenge even the best game players around. You can choose either Tetris Type A or B, whichever game you like better.

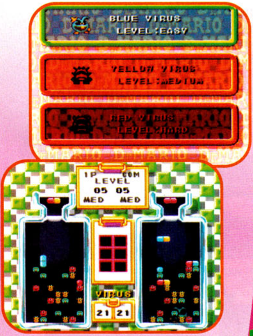

A-TYPE
LEVEL
01 00
LINES
010 005
SCORE

Practice the two-player game by challenging the computer to a few rounds.


A-TYPE
LOSE
WIN!
LEVEL
04 03
LINES
040 035

Force your opponent off the top of the screen by putting together as many Tetrises as possible.

● ● ● ● ● ● ● ● ● ● ● ● ●



BLUE VIRUS LEVEL:EASY

YELLOW VIRUS LEVEL:MEDIUM

RED VIRUS LEVEL:HARD

1P COM
LEVEL
05 05
MED MED
VIRUS
21 21

Practice a two-player match against the computer. The computer can put the pieces quickly, so try not slow down.

computer's skill levels is increasingly challenging, with the Hard Mode being nearly impossible in a fair match.

MIXED MATCH!

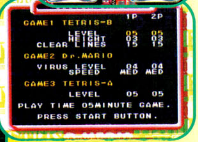
TETRIS & DR. MARIO

The Mixed Match puts together a great challenge for both Tetris and Dr. Mario fans alike. You can set up your own challenge match with a friend and see who's the best all-around player. If you're having trouble winning, here are a few quick tips to help you out.

TOURNEY TIME

Before you challenge your friend to a match, set your game options to even out your abilities. If you both are fairly good players, the default options tend to offer a well-rounded game with a short time limit.

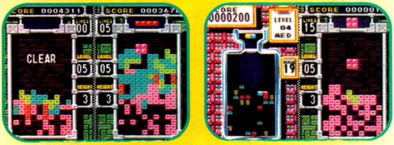
SCORE 0004200
LEVEL 04 MED
LEVEL 04 MED
SCORE 0000600
STAGE CLEAR
TRY NEXT
00 17



```
GAME1  TETRIS-B        1P   2P
          LEVEL        05   05
          HEIGHT       03   03
    CLEAR LINES        15   15
GAME2  Dr.MARIO
    VIRUS LEVEL        04   04
          SPEED        MED  MED
GAME3  TETRIS-A
          LEVEL        05   05
PLAY TIME 05MINUTE GAME.
 PRESS START BUTTON.
```

SCORE 0000928
SCORE 000054
LINES 12 13
LEVEL 05 05
HEIGHT 3 3

The handicapping option lets both players adjust their levels on each of the three games. The play time is also adjustable, from 1 to 30 minutes.

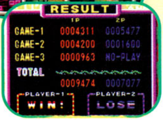

SCORE 0004311
SCORE 0003676
LINES 00 05
CLEAR
LEVEL 05 05
HEIGHT 3 3
SCORE 0000200
LEVEL 04 MED
SCORE 000001
15
19 05
3

As soon as you've cleared the first fifteen lines in Tetris, you'll move on to Dr. Mario. Try to get rid of the viruses as quickly as possible.

SCORING BIG

The key to racking up the biggest scores lies with the Tetris rounds. If you can score a four-line Tetris, you'll get 5,000 points. In the default game, it is possible to get four Tetrises, or 20,000 points, before going to the Dr. Mario round. It will take both luck and skill to do this, but the extra points will help if you make a mistake later.

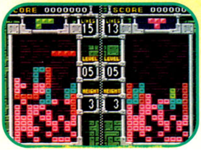
SCORE 0004605
SCORE 000917
LINES 07
TIME UP
TIME UP
LEVEL 07 03
HEIGHT 5



RESULT

	1P	2P
GAME-1	0004311	0005477
GAME-2	0004200	0001600
GAME-3	0000963	NO-PLAY
TOTAL	0009474	0007077

PLAYER-1 WIN! PLAYER-2 LOSE


SCORE 0000000
SCORE 000000
LINES 15 13
LEVEL 05 05
HEIGHT 3 3

The most points are possible in the Tetris matches. Rack up the points by creating four-line Tetrises.

CLASSIFIED INFORMATION

NINTENDO TOP SECRET POWER

KILLER INSTINCT

From Agent #920

Speed-Up Code

With all of the action that Killer Instinct is getting in the arcade, we thought we would heat things up a little more! Here is a code straight from the developers that will boost your character's speed so you can blaze out combos even faster. After they have chosen their characters, both players must wait until the preview video starts rolling, then both must hold Right and all three of the Punch Buttons. If they enter the code correctly, both characters will move about 70 percent faster than before.

After selecting their favorite characters, both players must hold Right and all three Punch Buttons during the preview video.

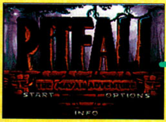
If they enter the code correctly, the speed of both characters' moves will increase by about 70 percent. Now that's fast!

PITFALL
THE MAYAN ADVENTURE

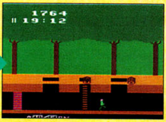
From Agent #331

Classic Pitfall

Any of you old timers who remember when Activision first released Pitfall for the Atari 2600 (c. 1982) will appreciate this code. When you play Pitfall: the Mayan Adventure, you can access a secret area in Stage 4 and play the original game in its entirety. You can also skip straight to the original Pitfall from the beginning of the game. When the Title Screen appears, press Select, the A button six times, Select, then the Start Button to begin your adventure. Just listen to that incredible 2-bit sound!


PITFALL
THE MAYAN ADVENTURE
START
OPTIONS
INFO

When the Title Screen appears, press Select, the A Button six times, Select, then Start.

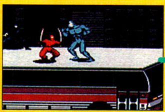


You'll have 20 minutes to make it through the original version of Pitfall.

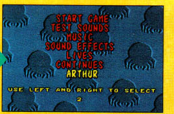
From Agent #807

Stage Select

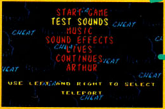
One of the best features about The Tick is this code that will allow you to skip through the game in any order that you please. When the Title Screen appears, press the Start Button to go to the Option Screen. On the Option Screen, set your Lives to seven, your Continues to four, and your Arthurs to two. Go to the Test Sound option and set it for Teleport, then press Start. Begin a new game, pause the game, then press Select to bring up the Stage Select.



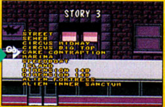
Normally, you'll need to fight your way through the game with the seven lives you begin with.


START GAME
TEST SOUNDS
MUSIC
SOUND EFFECTS
LIVES
CONTINUES
ARTHUR
USE LEFT AND RIGHT TO SELECT
2

Go to the Option Screen and set your Lives at seven, Continues at four and Arthurs at two.


START GAME
TEST SOUNDS
MUSIC
SOUND EFFECTS
LIVES
CONTINUES
ARTHUR
CHEAT
USE LEFT AND RIGHT TO SELECT
TELEPORT

Set the Test Sound option to Teleport, then press the Start Button to make the word Cheat appear.


STORY 3
STREET
SEWER
CIRCUS MIDWAY
CIRCUS BIG TOP
CAKE CONTRAPTION
MARINA
SPEEDBOAT
ISLAND
DIMENSION 14D
DIMENSION 14D
ALIEN FORTRESS
ALIEN INNER SANCTUM

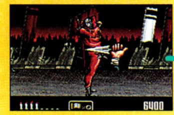
Start playing a regular game, then press Start. While the game is paused, press Select to access the Stage Select.

SHIEN'S REVENGE

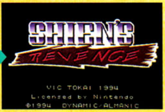
■ FROM AGENT #191

Special Game

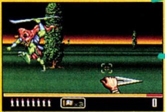
Agent #191 found an interesting two-player mode in Shien's Revenge that lets the second player control the bosses. To use the code, hold the L and R Buttons on Controller II while you start a new game. The game will play as usual until you reach the first boss, at which point Player 2 will assume control!



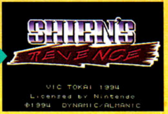
Usually, only one player can play Shien's Revenge at a time.



Hold the L and R Buttons on Controller II then start a new game with Controller I.



Player 1 will play the game as usual, until reaching the first boss.



Player 2 can control all of the boss's moves and attacks with his Controller.

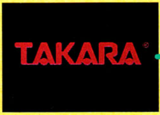
SAMURAI SHODOWN

■ FROM AGENT #552

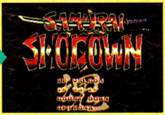
Amakusa

Whenever a new fighting game hits the market, one of the first things that players look for is a code that will allow them to play as the bosses. Well, Takara didn't disappoint fighting game fans. They included just such a code in the Super NES version of Samurai Shodown! When you first turn on the Game Pak, wait until the Takara logo appears, then quickly press A, Y, X, and B. When you play either the 1p vs. 2p or the Countdown mode and hold L and R while you're selecting your character, you'll change into Amakusa.

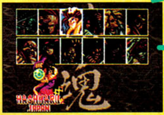
When the Takara Logo appears press A, Y, X and B.



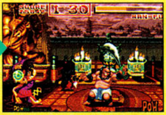
Wait for the Takara Logo to appear, then press A, Y, X, then B.



Select either the 1p vs. 2p game or the Countdown mode and press the Start Button.



If you hold the L and R Buttons while you are selecting your character, you'll turn into Amakusa.



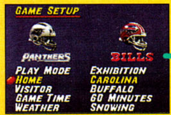
With all of Amakusa's powers at your command, you should be unstoppable!

NFL MADDEN 95

■ FROM AGENT #638

Expansion Teams

Although the NFL expansion teams won't start playing until next season, you can practice with them early in Madden's NFL '95 if you use these special codes. Before you begin a new game, go to the Game Setup screen and highlight either the Home or Visiting Team options. Press L, R, L, R, and A to play as the Jaguars, or press L, R, L, R, and Y to play as the Panthers. Both of these teams are completely powered-up but you can only use them in an Exhibition Game.

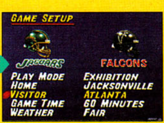


GAME SETUP

PANTHERS BILLS

PLAY MODE EXHIBITION
HOME CAROLINA
VISITOR BUFFALO
GAME TIME 60 MINUTES
WEATHER SNOWING

On the Game Setup screen, press L, R, L, R, Y to play as the Carolina Panthers in an Exhibition Game.



GAME SETUP

JAGUARS FALCONS

PLAY MODE EXHIBITION
HOME JACKSONVILLE
VISITOR ATLANTA
GAME TIME 60 MINUTES
WEATHER FAIR

On the Game Setup screen, press L, R, L, R, A to play as the Jacksonville Jaguars instead.

CLASSIFIED INFORMATION

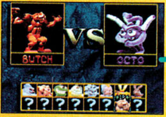
CLAYFIGHTER 2
JUDGMENT CLAY

From Agent #009

Secret Characters

Here's another great fighting game with a secret character code, only this time, instead of being able to play as the boss, you'll get to play as a whole lump of new characters. Each character has its own access code, so find the character that you want and enter the appropriate code while you're on the Game Select screen. We have also included one special move for each of the new characters to get you started. With all of these extra players for you to use, your opponents won't know what hit'em!

BUTCH

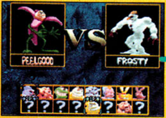

BUTCH
VS
OCTO

Hold the L Button and press X, R, A, X, R and R to access Tiny's evil twin, Butch.

BUTCH
KANGOO

Push Back, Down and any Punch Button to do Butch's Big Stink move.

PEELGOOD

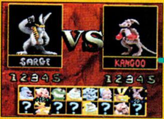

PEELGOOD
VS
FROSTY

Hold Down and Left then press B, Y, Y, A and Y to gain access to PeelGood.

PEELGOOD
FROSTY

Tap Back twice, Forward and any Punch Button to do the Banana Saw move.

SARGE

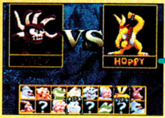

SARGE
VS
KANGOO
12345
12345

Hold the X Button, then press L, L, Up, Down, Left and Down to play as Sarge.

SARGE
KANGOO

Press Down, Down/Back, Back and any Kick Button to use Sarge's Flying Kick.

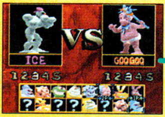
JACK



Hold Up and press A, A, R, R, Y, then A to play as Jack, the evil Octo.

Tap Forward three times then any Punch Button to hit your opponent with the Shark Bite.

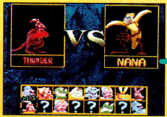
ICE


ICE
VS
GOOGOO
12345
12345

Access Frosty's darker brother, Ice, by holding B and pressing Up, L, L, L, then Right.

Tap Back three times then hit any Punch Button to throw Ice's Sneaky Punch.

THUNDER

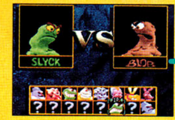

THUNDER
VS
NANA

While holding Up and Left, press Y, B, X, B, B, X and A to play as Thunder.

THUNDER
NANA

Press Back, then Down/Forward with any Kick Button to use the Dashing Uppercut.

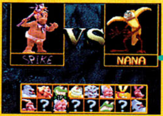
SLYCK


SLYCK
VS
BLOB

Hold the Y Button, then press L, L, Up, L, Left and R to access Slyck.

Press Back, Back/Down, Down, Forward/Down, Forward and any Punch to use the Psycho Spit.

SPIKE


SPIKE
VS
NANA

Hold the R Button, then press X, B, B, A, Y, Left and A to play as Spike.

SPIKE
FROSTY

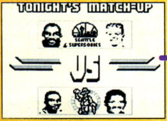
You can use Spike's Sonic Yell by hitting any Punch Button repeatedly.

NBA JAM

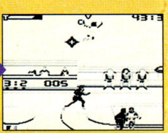
From Agent #528

Power-Up Dunks

If you want to boost your Dunk Power so you can slam it from mid-court, check out this code. After you choose your favorite team, wait until the Team Match-Up screen appears, then press any Button ten times and hold Down and A until the words Power-Up Dunks appear.


TONIGHT'S MATCH-UP
SEATTLE SUPERSONICS
VS

Choose your favorite team then wait for the Team Match-Up screen to appear.



Tap any Button 10 times then hold Down and A until the screen changes.

Power-Up Turbo

You can set your Turbo Power so that it will never drain when you use this great code. Choose your favorite team, then wait until the Team Match-Up screen appears. Quickly tap any Button 15 times then hold Up and B until the screen changes. With unlimited Turbo, you're unstoppable!

Power-Up Fire

When you heat things up with the Power-Up Fire code, it will be tough for your players to miss the hoop! Once again, choose your favorite team and wait for the Team Match-Up screen to appear. Tap any Button seven times then hold Down and Left on the Control Pad until the screen changes.

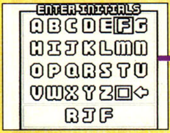
Juice Mode

If you found the game too easy for your tastes, plug the Juice Mode code in to make it more challenging. Choose your favorite team and sit back until the Team Match-Up screen appears. Tap any Button 14 times, then hold A and B until the screen changes.

More Secret Characters

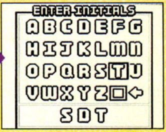
We found six more secret characters you can use as your players when you play NBA Jam on your Game Boy. Enter the correct initials for the player you want to use, then use the code to input the last letter.

Rivett


ENTER INITIALS
ABCDEFG
HIJKLMN
OPQRSTU
VWXYZ
RJF

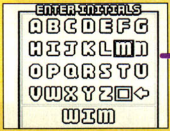
Enter the initial RJ and highlight the letter F. Press Up, A and B to enter the last letter.

Divita


ENTER INITIALS
ABCDEFG
HIJKLMN
OPQRSTU
VWXYZ
SDT

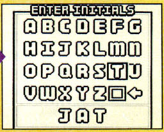
Enter the initials SD and highlight the letter T. Press Down and B to enter the last letter.

Turmell


ENTER INITIALS
ABCDEFG
HIJKLMN
OPQRSTU
VWXYZ
WIM

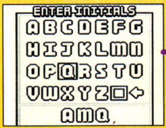
Enter the initials WI then highlight the letter M. Press Left and B to enter the last letter.

Air Dog


ENTER INITIALS
ABCDEFG
HIJKLMN
OPQRSTU
VWXYZ
JAT

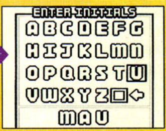
Enter the initials JA then highlight the letter T. Press Up and B to enter the letter M.

Chow Chow


ENTER INITIALS
ABCDEFG
HIJKLMN
OPQRSTU
VWXYZ
AMQ

Enter the initials AM then highlight the letter Q. Press Down, A and B to enter the letter X.

Weasel


ENTER INITIALS
ABCDEFG
HIJKLMN
OPQRSTU
VWXYZ
MAU

Enter the initials MA and highlight the letter U. Press Up, Start, A and B to enter the letter N.

SEND US YOUR CODES!

Nintendo game players thrive on developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

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Nintendo Power
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P.O. Box 97033
Redmond, Wa.
98073-9733

JURASSIC PARK™

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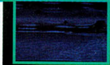
PART 2: THE CHAOS CONTINUES

Super NES

THE RAPTORS HAVE RETURNED

"....I WILL HAVE CONTROL OF JURASSIC PARK!"



As the story unfolds, Jurassic Park is being invaded by a group of paramilitary soldiers and scientists sent by Biosyn Corp. Their mission: take control of the park and its prehistoric residents. Your mission: stop them at all costs! What may surprise you is that Ocean has left out most of the adventure elements of the original and made Jurassic Park II: The Chaos Continues more of an action game. Fast-paced action is punctuated by great music and sound effects, all recorded in Dolby Surround Sound. The six scenarios add some variety, and three levels of difficulty can keep you hopping. A two-player simultaneous option also adds to the fun factor.

JURASSIC PARK

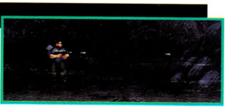
© 1995 Ocean Software Ltd.

WEAPONS

You've come to Jurassic Park loaded for bear, so there's no tedious search for more powerful arms. Stronger weapons must be reloaded, but ammo caches aren't difficult to locate. Basic weapons have unlimited ammo, so they're often your first choice and last resort!

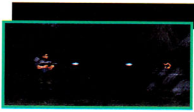
Rifle

The Semi-Automatic Rifle can fire continuously, but at a relatively slow rate. Don't worry; you can't run out of ammo!



Single shots won't do much good, so hold down the Y button for continuous fire.

Stun Gun

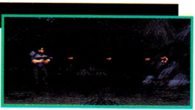


Don't rely on weak regular shots. Charge that sucker up!

Ineffective against humans, the Stun Gun can fire a charged-up blast. It's great against raptors, but they're fast, so you'd better be a crack shot.

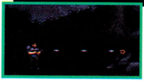
Machine Gun

The Machine Gun is more powerful, and it shoots very fast. If you don't practice, you may run out of ammo before you know it.



It takes fewer shots to defeat enemies, so go easy on that trigger.

Dart Gun

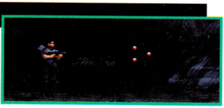


The darts will take care of even the most frenzied raptor.

The Tranquilizer Dart Gun seems to be about as fast and as powerful as the Machine Gun, though like the other non-lethal weapons, it only works on animals.

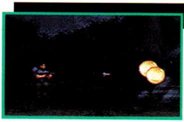
Shotgun

Though not very quick on the draw, the Shotgun packs a terrific punch. Save it for those really desperate situations!



The wider field of fire will come in handy when you meet multiple enemies.

Gas Grenade



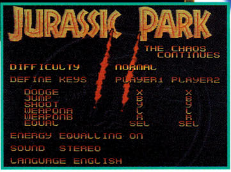
You get only a few grenades, so look out for extra ammo.

The most powerful non-lethal weapon is the Gas Grenade Launcher. The large blast radius makes it an effective piece of equipment.

TAKE 2

THE SCENARIOS

You can attempt the six scenarios in any order. Control and animation are similar to Prince of Persia and Blackthorne, and while the figures are larger, there are fewer grabbing and hanging maneuvers. You can set your control preferences, and there is even an option that divides damage between two players, no matter which one gets hit!



JURASSIC PARK

THE CHAOS CONTINUES

DIFFICULTY NORMAL

DEFINE KEYS	PLAYER1	PLAYER2
DODGE	X	X
JUMP	B	B
SHOOT	Y	Y
WEAPONA	L	L
WEAPONB	R	R
EQUAL	SEL	SEL

ENERGY EQUALLING ON

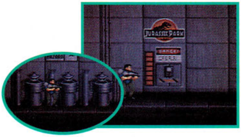
SOUND STEREO

LANGUAGE ENGLISH

Set Energy Equaling to manual, auto or off. Will you share the risk, or will it be every man for himself?

RAPTOR ATTACK

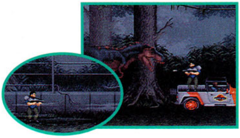
The raptors have NOT left the building! Your headquarters are being overrun, and you must find the central security system.



The hallways are treacherous, with dinos of all shapes and sizes lurking in the shadows.

T-REX CARNAGE

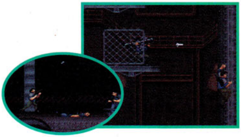
Biosyn soldiers have let the T-Rex out of its paddock. It's your job to stop it before it can wreak havoc across the island.



T-Rex is big and fast. And you thought YOUR rush hour was a problem!

BLOCKADE

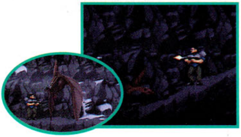
A Biosyn task force is erasing critical data from the park's computers. It's one against many as you run their blockade.



This stage is packed with well-trained and heavily-armed opponents.

HIGH PTERA

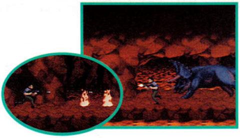
It's back to duking it out with dinos on this mission! Make your way up the mountain to repair the communications array.



This species of pterosaur is just one of the obstacles you'll encounter on your climb.

SEEK & DESTROY

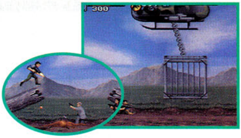
Venture under the volcano to destroy an unauthorized raptor breeding program— that is, if lava or dinos don't get you first.



Triceratops gives you some unwanted attention as you explore the maze of passages.

PROTECT THE GALLIMIMUS

Humans are the targets in this scenario. If you don't stop the Biosyn mercenaries, they'll make off with valuable Gallimimus DNA.

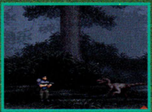


Enemies are waiting every step of the way. Make sure you're the predator, not the prey!

POWER-UP

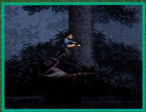
Raptors are really tough customers, and they can take a lot of punishment before going down for the count. If you've run out of more powerful ammo, or if you want to conserve it, what do you do? Take a cue from the raptors themselves: jump for your life!

Wait...



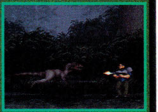
When you see or hear a raptor coming, stand your ground. If you charge or run away, chances are it will get you as it jumps.

Jump...



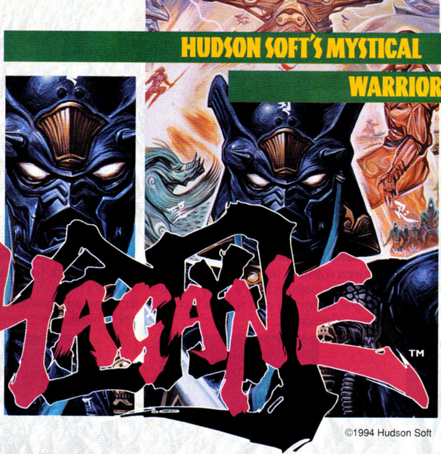
If you time it just right, you can leap right over the raptor's head as it attacks. Who knew you were such an athlete?

Fire!



Whip around and let 'em have it! Repeat this pattern until the raptor is out of commission.

HUDSON SOFT'S MYSTICAL WARRIOR OF STEEL

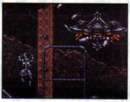


Best known for whimsical titles like Super Adventure Island, Hudson Soft bursts back onto the Super NES scene with Hagane, a gritty action pak. As Hagane, the ninja-turned-super-cyborg, you must battle the mystical and technological weapons of the evil Koma clan. Though the side-scrolling format is certainly not new, various slides, jumps, and special attacks add a lot of game play depth.

©1994 Hudson Soft

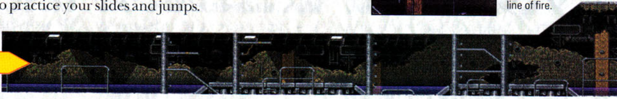
1-2 SURVEY THE SEWERS

If the streets are unsafe, the sewers are downright deadly! You'll find a great variety of enemies down here, crawling, climbing, jumping and flying at you from all sides. It's time to practice your slides and jumps.



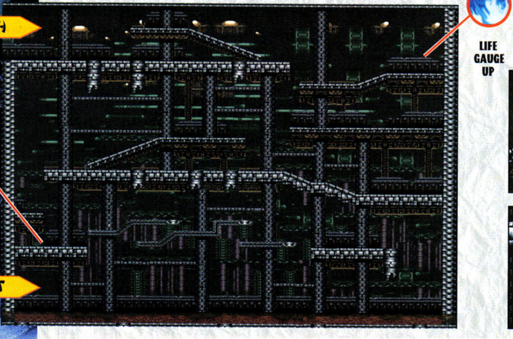
TOSS & RUN

Use bombs against the flying fortress and jump out of its line of fire.



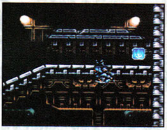
1-3 THE FORTRESS

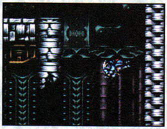
While you're still caught underground, spin and wall jumping will be critical. Use the two techniques to get back to the surface.



BOUNCE OFF WALLS

A simple leap won't do it, but in both these cases, performing one or two wall jumps will lift you high enough to proceed.

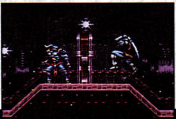




1 THE PATH TO DISASTER

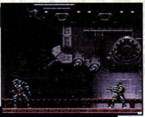
1-1

This first stage finds you in a very unfriendly city. Cloaked assasins, armored warriors, flying robots...even the birds are armed and out to get you!

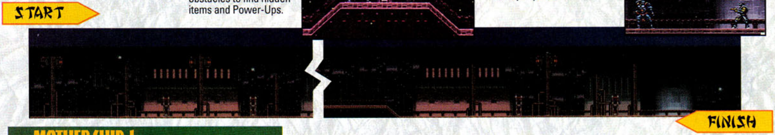


Blast walls and other obstacles to find hidden items and Power-Ups.

MOTHER SHIP 2

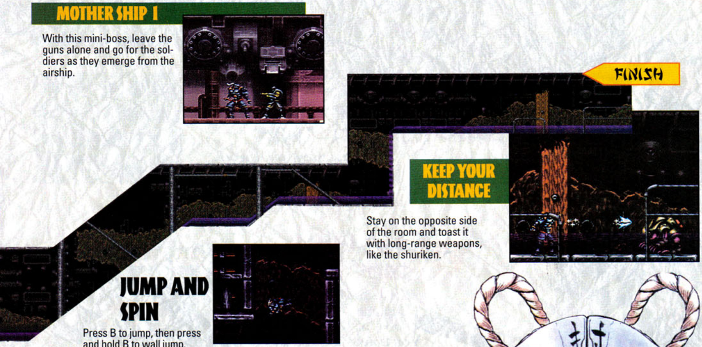


Destroy the guns before they can open fire, and shoot any commandos who jump out.



MOTHER SHIP 1

With this mini-boss, leave the guns alone and go for the soldiers as they emerge from the airship.



KEEP YOUR DISTANCE

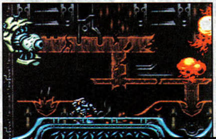
Stay on the opposite side of the room and toast it with long-range weapons, like the shuriken.

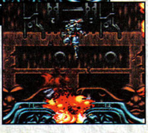
JUMP AND SPIN

Press B to jump, then press and hold B to wall jump.

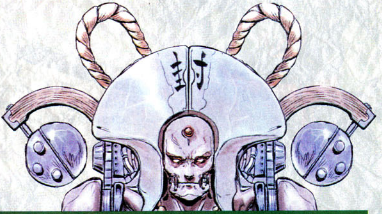
1-4 ON THE RUN

It's a race against time as the underground caverns begin to explode around you. There are fewer enemies to defeat, but any delay could prove to be fatal.



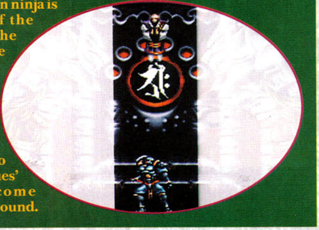


You must stay ahead of a raging wall of flame, so keep an eye on your footing. You never know when the floor may give way!



MUSHA MUKURO

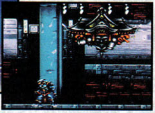
This Koma clan ninja is the master of the caverns, and he doesn't take kindly to your interference! Use bombs on him as he flies around, and jump to avoid the statues' hands that come from below ground.



2 Fortress of Doom

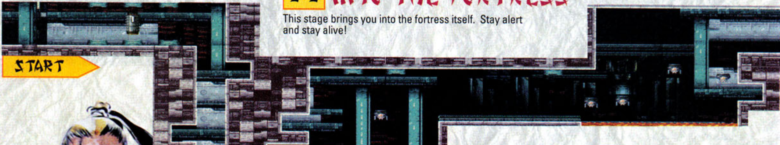
You may have been able to get by so far with basic moves, but you must master advanced techniques and special attacks to infiltrate the enemy clan's stronghold. The opponents are tougher, the mazes more complicated. You get unlimited C.ontinues, but only practice will get you through this level!

Try different weapons and attacks with different enemies to find the ones that are most effective.



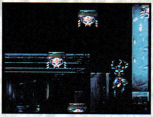
2-2 INTO THE FORTRESS

This stage brings you into the fortress itself. Stay alert and stay alive!



NO TIME TO THINK

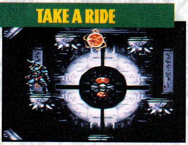
Your timing is crucial, as these platforms disappear a second or two after you land on them.



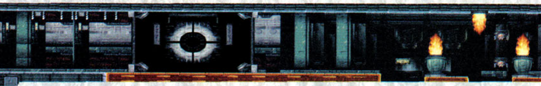
2-3 THE INNER SANCTUM

This is the final stretch before you face the boss of the fortress. You'll need to combine all of your spinning, jumping and grabbing techniques to survive the obstacles ahead of you.

TAKE A RIDE

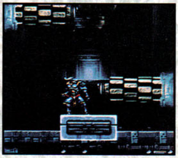


The central eye is the only vulnerable spot on this mini-boss. Stand on the platforms and bomb away!



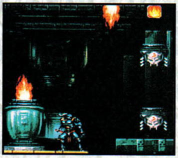
GEARS

Jump from gear to gear to get up the shaft. Make a stop on this stationary platform if you need a breather.



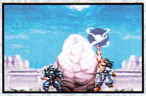
UP AND UP

Use well-timed spin jumps on these disappearing platforms to grab the Power-Up and get across.

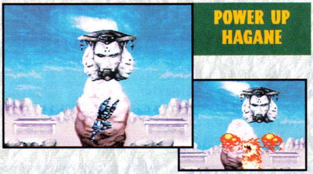


2-1 ON THE FIELD

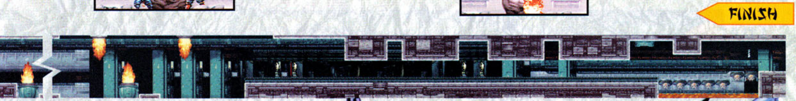
There is only one goal in this very short stage: destroy the guardian of the fortress!



POWER UP HAGANE

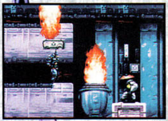


Power up by using the rotation maneuver (press R while walking right or L while walking left). Perform different special attacks by pressing Y or B (punch or kick) on the first, second or third rotation.



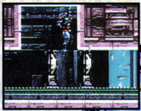
HANG ON

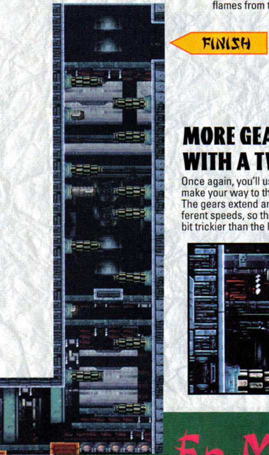
Avoid the flames from above by holding on to the bottoms of platforms. Now how do you get around the flames from the floor jets?



HIDE

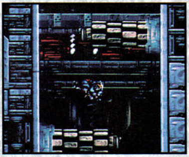
Grab the ceiling to avoid the machines on the conveyor. They come in waves, but you can reach safe spots if you time it right.





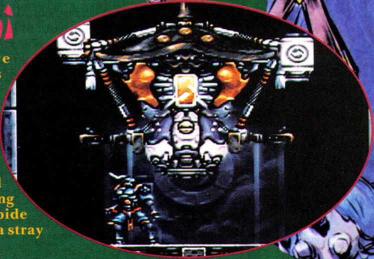
MORE GEARS WITH A TWIST

Once again, you'll use the gears to make your way to the upper passage. The gears extend and retract at different speeds, so this climb will be a bit trickier than the last.



En Mikoshi

This battle will be the toughest you've fought thus far. As the lord of the fortress merges with his killer robot, it starts spitting out balls of blue flame, which you can destroy with your sword. The sensitive control module is housed within the robot's lower half. Hit it repeatedly with your sword when it is exposed. As the robot weakens, it will also fire lasers and red fireballs with long strands of seething energy. Be careful! It may be better to bide your time than to rush in and get hit by a stray blast.

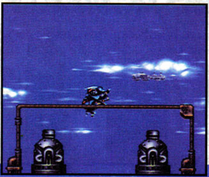


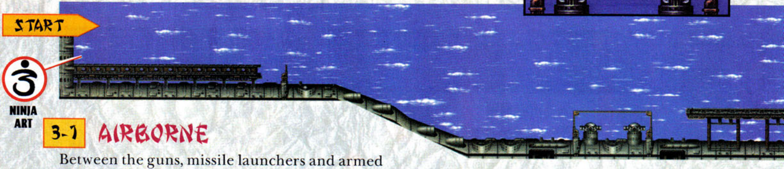
3 Violated Heavens

You take wing in this next level, battling atop and within giant flying fortresses, and even surfing the clouds on your own jet sled. You'll need to adjust your battle tactics once again, as you encounter new foes with new powers and abilities. Don't expect the same old thing!

USE THE SPIN JUMP

You can destroy these guns, but you could take a lot of damage in the process. Use the spin jump to get past them in a hurry.



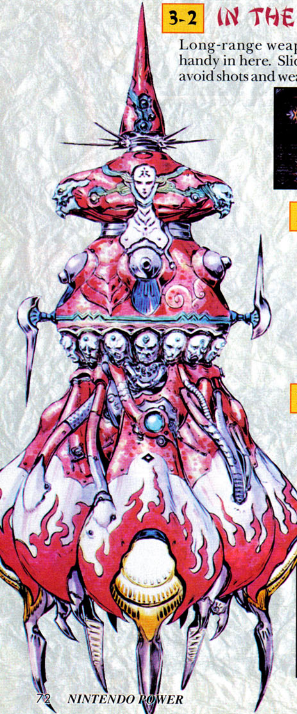


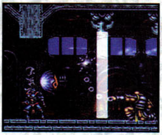
3-1 AIRBORNE

Between the guns, missile launchers and armed adversaries, you've got your work cut out for you!

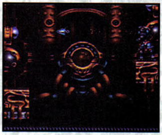
3-2 IN THE SHIP

Long-range weapons will come in handy in here. Sliding also helps you avoid shots and weapons.





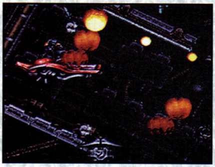
A close-in attack would be risky, especially with that energy beam from above. Use shurikens or bombs to take him down.



Use the platforms to hit the blue dots on the upper parts of the arms. Keep moving to avoid the lasers and missiles.

3-3 FULL THROTTLE

Hop aboard a jet sled for the ride of your life. You control the sled with the control pad, and you can even jump from one sled to another.



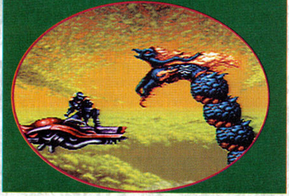
As the sky fortress breaks up, flames erupt through the bulkheads. Fly through the inferno and escape.

3-4 FLYING HIGH

You're clear of the wreck, but not out of the woods. The sky is filled with foes, and your shurikens and bombs will help you blast your way to freedom.

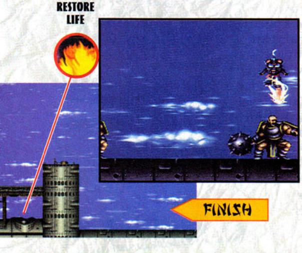
Jasei Jyu

The Koma clan has summoned a fearsome creature. Ninja art, bombs and shurikens are all effective. Aim for its head.



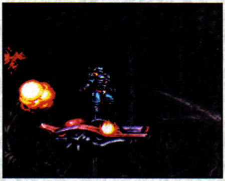
CONTINUOUS KICK

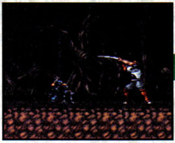
These guys definitely have a long reach! Use the downward kick attack instead of a frontal assault to defeat them. Keep pressing down on the control pad for a continuous attack.



Cry of the Spirits

When the sky sled's engine finally gives out, you'll crash-land in a forest. The samurai guardian has only a sword, but he's no pushover! Slide in and attack low.

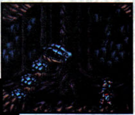


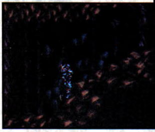


STRIKE & DIVE

ENEMY ASP

This giant snake make look tough, but his scaly hide can't stand up to your superior skills and weapons.

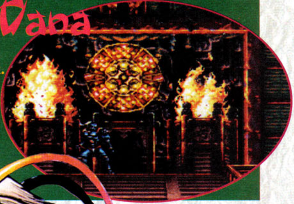




The caves beneath the forest are full of winding passages—you'll get hopelessly lost if you're not careful.

Jyusa Dana

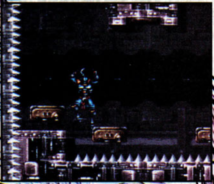
You finally come upon a vast complex. Study this boss's patterns and try different attacks.

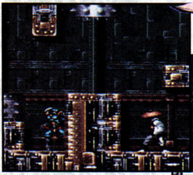


Into the Darkness

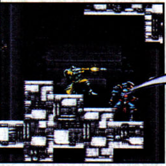
The beginning of this level brings you above ground again. You'll encounter many obstacles and opponents, and you'll need every technique and tactic you've mastered in the game. You have mastered them, haven't you?!

Jump from platform to platform to escape the spiked wall. This is the last stage before the boss, so there's no margin for error!





The floor is rising beneath you, so don't waste time.

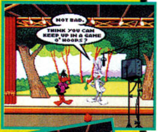


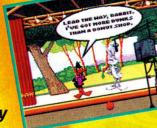
This enemy's shots will pass right through the wall. Get over there fast and take him out!

LOONEY TUNES
B-Ball
Super NES

B-BALL BUNNY

Before Wacko and Jacko, before Babs and Buster, there was the one, the only... Bugs Bunny! To many fans, ol' Bugs and the rest of the Looney Tunes gang will always be the best. Now they're back in the spotlight in Sunsoft's Looney Tunes B-Ball. After a hard day on the movie set, Bugs and company head to the court for a friendly round of hoops. Don't let the fact that these guys are cartoon characters fool you into thinking they're pushovers, though. This one- or two-player title offers solid game control and challenging opponents—just don't expect NBA regulation play. After all, they don't call these 'toons looney for nothin'!




LEAD THE WAY, RABBIT. I'VE GOT MORE DUNKS THAN A DONUT SHOP.

"That's all Folks!"

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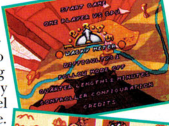
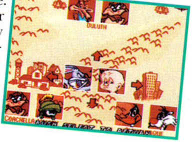
OPTIONS

You'll find a lot of standard play options here, including difficulty level, quarter length and so on. The most interesting option is the Wacky Meter, which sets the level of craziness in the game. You can choose your opponents in most play modes, but in tournament play, the computer will determine which 'toons you'll face.



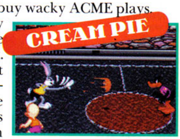
START GAME
ONE PLAYER VS CPU
WACKY METER
DIFFICULTY: 1
FOLLOW MODE OFF
QUARTER LENGTH: 2 MINUTES
CONTROLLER CONFIGURATION
CREDITS



WACKY OFFENSE

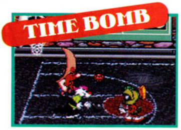
Use the gems you find to buy wacky ACME plays. The higher the Wacky Meter setting, the more gems appear on the court. To play a regular game, just set the meter to 1. Each character has a special defensive play, but the offensive plays can be used by anyone with enough money to buy them.

CREAM PIE



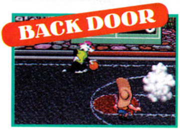
Stun your opponent with a creamy one. A classic play!

TIME BOMB



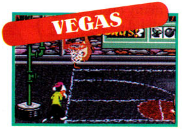
This is one time when you DON'T want possession of the ball.

BACK DOOR



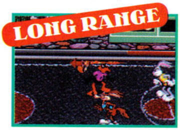
Teleport your teammate to a spot near the basket. Sneaky!

VEGAS



You either gain or lose points with this move, and it's expensive.

LONG RANGE

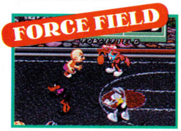


Make a wacky, full court shot—but there's no guarantee.

ECLIPSE

It's hard for everyone to see, even you. Heeeeeeelp!

FORCE FIELD



Keep those pesky critters at arm's length. The Force Field is one of the best plays.

LOONEY LINEUP

BUGS BUNNY

Eh, what's up, Doc? He's not as fast as you might expect, but Bugs can shoot with the best of them. Maybe it's all those carrots he eats!

You might want to pair Bugs with a stronger defensive player.

Wow 'em with a disguise and make 'em drop the ball.

DAFFY DUCK

Daffy is a terrific defensive player, and he comes in handy during long games. With his stamina, you can use the turbo running option often.

With three pointers his only big weakness, Daffy is good for novice players.

He's deth-picable! The jackhammer defense will shake things up.

ELMER FUDD

Elmer can match Bugs's shooting skills, and he's probably a better all-around player. He's not very quick, so an occasional shot of turbo speed will help.

He's got an annoying laugh, but he's a vewy good pwayer. Ha-ha-ha-hah!

Who would've known that singing opera could be so useful in basketball?

WILE E. COYOTE

All that chasing after the Road Runner has sure built up Wile E.'s stamina! Let's hope he's better at basketball than he is at catching some dinner!

Like Daffy, Wile E. is best paired with someone with good offensive stats.

This coyote really gets a bang out of ACME products!

TASMANIAN DEVIL

He slobbers a lot, he's always hungry, and he's not great on offense. Taz can still perform well out there, but he needs the right partner.

Me am fast! Me am good at defense! Raarrr-raaa-agh! TThhhhbb—bbt!!

Don't you wish you could spin like that?

YOSEMITE SAM

He's the shootingest varmint this side of the Pecos! Sam is quick on the draw with those three pointers, and speed is his only weakness.

Sam is a good partner for any of the other characters.

Dance, pardner! This defense only works at close range.

SYLVESTER

Though he has a big defensive deficit, Sylvester also has a good mix of other abilities. He's a good choice for battling it out under the basket or going for the rebound.

Teaming Sylvester with Daffy or Sam could be pretty interesting.

The Remote Control Defense delivers a crushing blow to the ball carrier.

MARVIN MARTIAN

Marvin poses much more of a threat than you might think. With his speed and 3 pointer stats, he can rack up the score pretty quickly. Don't let him catch "on fire!"

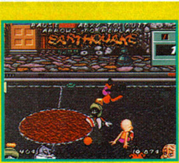
Losing makes him angry! *hnf* *hnf* *hnf* Soooooo ang-gry!

The Disintegrator Defense can hurt your opponents and even your teammate.

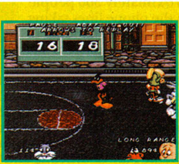
POWER-UP

Sneaky Steal

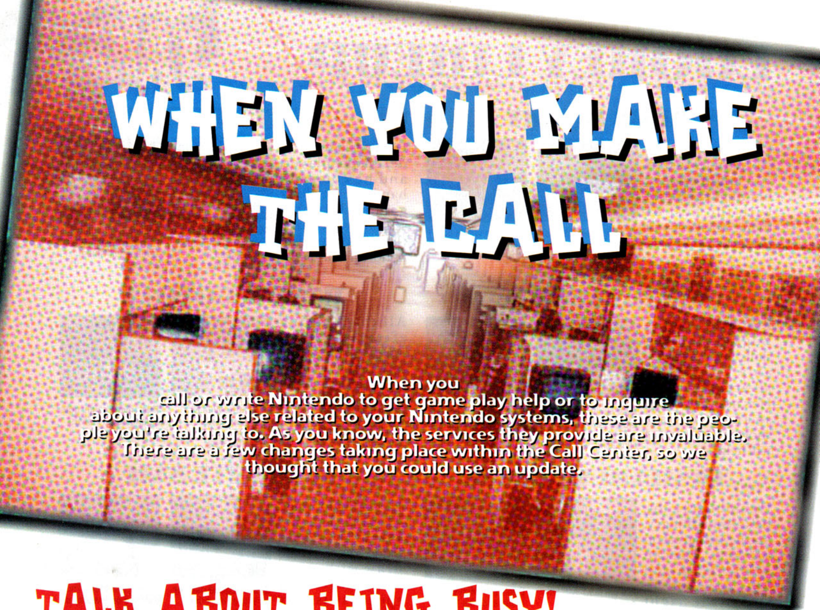
If you're having trouble gaining possession, use these codes for a quick turnover. Enter the Earthquake code to make the offense drop the ball, then enter the "Here Boy!" code to change the ball into a dog. The dog will run to you, and you can take it downtown!



Enter Up, Up, Up, Turbo to cause an earthquake. The offense will drop the ball and everyone will fall down.



Enter Right, Down, Left, Turbo to change the ball into a dog and call it to you. Get up and get moving!



WHEN YOU MAKE THE CALL

When you call or write Nintendo to get game play help or to inquire about anything else related to your Nintendo systems, these are the people you're talking to. As you know, the services they provide are invaluable. There are a few changes taking place within the Call Center, so we thought that you could use an update.

TALK ABOUT BEING BUSY!

What's the reason for running this article about the Call Center? Well, it's about change. The information that you can receive when you call Nintendo isn't going to change, but the way in which you get the info is. Almost ten years ago, Nintendo's Call Center consisted of about five people who answered several phone calls a day. Times have changed. Today, approximately 350 people man the phone lines taking calls and also responding to mail that game players like you send in. According to Rob Thompson, Director of Consumer Service, Nintendo's Call Center handles an average of 120,000 consumer contacts per week. That number represents phone calls coming in on the Game Play Counseling and Consumer Service lines as well as letters answered by the Correspondence Department. It's no small feat to handle that many contacts in seven days!

SINCE OCTOBER 1985...

TOTAL CONSUMER CONTACTS
44,155,050

GAME PLAY COUNSELING & CONSUMER SERVICE
42,673,210

CORRESPONDENCE
1,481,840

Nintendo's Call Center has posted some pretty impressive numbers over the past ten years. How many of these calls and letters belong to you?

It's always been a goal of the Call Center to handle as many consumer contacts as humanly possible while still providing a very high level of service. However, over the past few years, the number of calls has steadily been on the rise. That only makes sense. The more games there are to play, the more calls that are going to come in. One of the problems that can occur when so many people are calling is the number of phone representatives available at any given time doesn't adequately match the number of callers. The result? Busy signals. Lots of them. During a single week in December of last year, Nintendo's Call Center busied out approximately 1.2 million calls. Granted, a good percentage of those busy signals were given out to callers who would hit the redial button on their phones over and over. Nonetheless, a large number of questions went unanswered.

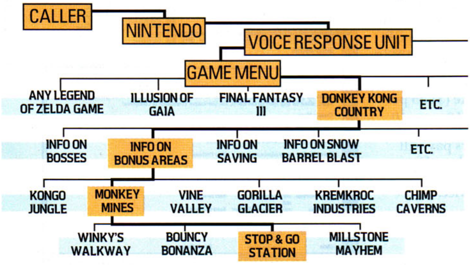
THE Big News

Beginning March 1, 1995, Nintendo Game Play Counseling (GPC) services can be accessed from two different phone numbers. The GPC number that you're familiar with, 1-206-885-7529, will become an automated Game Tip Line connected to Nintendo's new Voice Response Unit (VRU). The VRU features detailed, pre-recorded game play information for the games attracting the most attention on the GPC lines. It's simple to use. Using a touch-tone phone, a caller can select a game from a menu of games currently on the Game Tip Line and continue to touch-tone their way through the system, eventually narrowing down the choices to hear the information or tip they needed. For example, if a caller has found all but one of the Bonus Areas in Donkey Kong Country and knows that the Bonus Area yet to be found is in Stop & Go Station, he can select Donkey Kong Country from the menu of games and then select help with Bonus or secret Areas. From there, the caller would select Monkey Mines and then finally, Stop & Go Station. The information given is clear, precise and should direct you to your goal without much trouble at all. It's really fast and quite painless!

Instead of going to a live Game Play Counselor, a call to 1-206-885-7529 gets directed here. This is the Voice Response Unit system that operates Nintendo's Game Tip Line. And you're in control because it's all automated.

HOW THE VRU WORKS

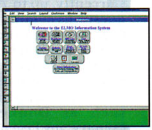
EXAMPLE: Where are the Bonus Areas in Stop & Go Station?


CALLER
NINTENDO
VOICE RESPONSE UNIT
GAME MENU
ANY LEGEND OF ZELDA GAME
ILLUSION OF GAIA
FINAL FANTASY III
DONKEY KONG COUNTRY
ETC.
INFO ON BOSSES
INFO ON BONUS AREAS
INFO ON SAVING
INFO ON SNOW BARREL BLAST
ETC.
KONGO JUNGLE
MONKEY MINES
VINE VALLEY
GORILLA GLACIER
KREMKROC INDUSTRIES
CHIMP CAVERNS
WINKY'S WALKWAY
BOUNCY BONANZA
STOP & GO STATION
MILLSTONE MAYHEM

WHO IS ELMO?

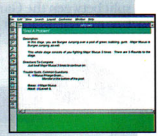
……and why does everyone think that he's a Know-It-All?

Because he is! Actually, he's not really a he. He's more of an it. And it is a computer network that every representative in Nintendo's Call Center uses religiously...especially the GPCs. While it's true that GPCs know many games inside and out, they can't possibly know them all. To date, over 1500 Super NES, NES and Game Boy games have been released. ELMO has critical game info on them all! The game info found in ELMO is compiled by a team of 12 GPCs, headed up by Ben Smith, Info Systems Supervisor. It's information created by GPCs for GPCs! If GPCs tell you that they're checking their notes, they're probably searching ELMO.


Welcome to the ELMO Information System

GPC Top Picks
SNES Games
Game Boy Games

In its newest form, ELMO is actually a text-based information database constructed using a Windows application called Folio VIEWS. Any Call Center representative can access any tidbit of information through ELMO in a matter of seconds using a variety of menus and search options. One of the best methods of searching for information is through the QUERY command. Click on 'QUERY' and then enter any word or words that are germane to the subject. For example, if you wanted to find the location of the Hi-Jump Boots in Super Metroid, you could enter 'hi jump boots' and any segments of the infobase that those three words appear in will be called up. It's really simple.



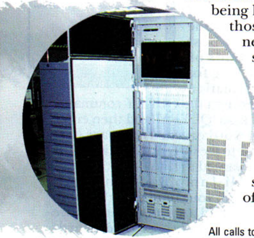
Game Play Counselors are always playing games while talking to callers. Being able to talk about and guide a person through one game while playing another isn't always an easy thing to do. It's really a skill!

THE VRU CAN HANDLE IT!

If you were to compile a list of the games that generate the biggest number of calls to the GPC lines, you'd see that the top 12 to 15 games on that list are the games you'll find on the Voice Response Unit. Currently, up to 70% of the questions coming in on the GPC lines deal with games that will be handled by the VRU beginning March 1. Just about any game play question that you have regarding games such as Donkey Kong Country, any Legend of Zelda game, Final Fantasy III, Illusion of Gaia, Breath of Fire and others can be answered by placing a call to the VRU. As more people become aware of the VRU and realize that they can get many of their game play questions answered easily this way, the live GPC service should be easier to get through to.

MORE BIG NEWS

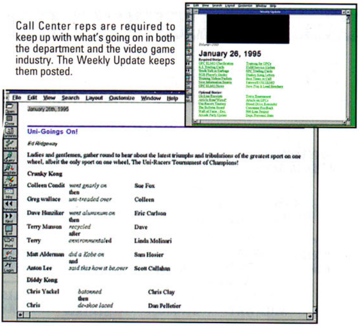
On March 1, 1995, live Game Play Counseling services will be available by calling 1-900-288-0707 in the U.S. or 1-900-451-4400 in Canada. The decision to place the GPC service on 900 lines was not a snap decision. Extensive research was done on other existing 900 number services to gather consumer opinions and anticipate usage when the switch to 900 number service took place. The main reason for the switch is that it will make it possible to answer more phone calls and help more callers with their game play questions. The split between the Game Tip Line and live Game Play Counseling is meant to streamline help for everyone. With a large portion of calls being handled by the VRU, those players who really need to speak to a GPC shouldn't have a problem getting through. The 95 cents per minute ($1.25 per minute in Canada) that players pay will be used to offset some of the costs of the service.



All calls to the 1-900 GPC line and 1-800 Consumer Service line go through this high-tech ASPECT switching system.

UPDATING THE PEOPLE WHO GIVE YOU THE INFORMATION

The video game industry has been booming since the NES launched about ten years ago. The amount of game play information that Nintendo has compiled over the years is staggering, but there is also a ton of other Nintendo-specific information floating about. Each phone representative spends a considerable amount of time keeping up on what's happening in the World of Nintendo. Much of that information is collected and electronically distributed each week to all Call Center personnel through the Weekly Update. Ben Smith, Geoff Rainville, Info Systems Supervisor, and their teams of ELMO writers compile and write the stories that affect what the Call Center representatives talk to callers about. It's a big job and there's a lot of information, but ELMO makes it all easy to distribute. And YOU reap the benefits because you'll only get quality info—not speculation.



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January 26, 1995

January 26th, 1995

Uni-Goings On!

Ed Ridgeway

Ladies and gentlemen, gather round to hear about the latest triumphs and tribulations of the greatest sport on one wheel, albeit the only sport on one wheel, The Uni-Racers Tournament of Champions!

Cranky Kong

Colleen Condit *went gnarly on* **Sue Fox**
then
Greg wallace *uni-treaded over* **Colleen**

Dave Hunziker *went aluminum on* **Eric Carlson**
then
Terry Munson *recycled* **Dave**
after
Terry *environmentaled* **Linda Molinari**

Matt Alderman *did a Kobe on* **Sam Hosier**
and
Anton Lee *said this how it be,over* **Scott Callahan**

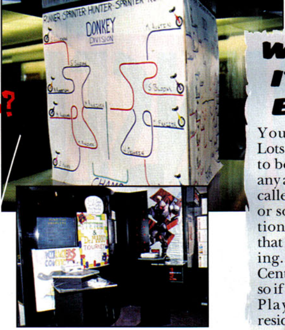
Diddy Kong

Chris Yackel *batonned* **Chris Clay**
then
Chris *de-shoe laced* **Dan Pelletier**

Call Center reps are required to keep up with what's going on in both the department and the video game industry. The Weekly Update keeps them posted.

BUT ARE THEY REALLY GOOD GAME PLAYERS?

The answer to that question is a resounding "Yes!" What do you think happens when you get paid to talk about games and play them all day? You get good, that's what! It's quite a challenge to stay on top of all the games that are released. Just as soon as you begin to get into one game...BOOM, here comes another one that you have to play. Some of the GPCs' favorite distractions are the gaming tournaments that take place in the Call Center. In the display area near the entrance to the Call Center, there are a couple of Super Nintendo Entertainment Systems set up. This is where the battles take place. Huge crowds from miles around (well, not miles...more like yards) gather to view the events and to cheer the winners as they emerge victorious from their video confrontations. Two-player games like Uniracers, Tetris & Dr. Mario and Ken Griffey Jr. Presents Major League Baseball are usually the games of choice for the Call Center tournaments.



Uniracers is just one of the games that Game Play Counselors challenge one another on. Tournaments are constantly going on in the Call Center.

The display area also provides a perfect place where Call Center reps can check out materials gathered at Consumer Electronics Shows and other industry events. The latest Super Power Supplies merchandise is always on display in the area. From time to time, other video game systems, like the Sony PlayStation are also on display for the Call Center reps to try out and compare.

THE GAME CHECK-OUT ROOM

There is a magical room at one end of the Call Center that houses at least one copy of every single game ever created for each Nintendo system. It's the Game Check-Out Room. Rows of file cabinets line the walls, each containing cargo precious to any serious gamer. Think about this. If you were to own as many different games as there are in Game Check-Out, how long would it take you to play through them all? Remember, that's over 1500 games. What are you doing for the next several years? When a new game is released and is entered into the Game Check-Out inventory, a bar-code sticker is placed on each Game Pak. When someone wants to check out a game, the sticker is scanned by a bar-code reader, the person's badge number is entered into the computer system and the game is then recorded as being checked out by that person. It's just like checking out a book from a library!

Imagine having this many games of your own! Game Play Counselors have all the luck. Now, where's that copy of Gyromite hiding?

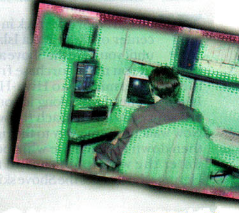
Using a bar-code scanner "gun" similar to the scanners you might see in retail stores, the Game Check-Out "librarian" enters each game into the computer system. Without this system, it would be impossible to track all of the games.

WHAT DOES IT TAKE TO BE A GPC?

You have to love to play games. Lots of games! A good GPC also has to be able to easily communicate any aspect about a certain game to a caller, whether it be a tip, strategy or some other tidbit of information. Not many people get to say that they play video games for a living. Nintendo only has one Call Center, in Redmond, Washington, so if you plan on becoming a Game Play Counselor, you'll want to reside in the Greater Seattle area.

A COMMON MYTH

Here's one that we've heard many times: Now, when I call Game Play Counselors, do they have to go get the games and play them up to the points that I'm at before they can answer my questions? The answer, of course, is no. Many questions that callers ask are quite common, so the GPCs may know the answers right off the tops of their heads. However, if they don't know the answer, this is where ELMO comes in. That's right—it's the computer that knows all critical information on Nintendo games. While a caller is on the phone, the GPC can search through ELMO to locate the information. So, no matter what Nintendo game you're playing, ELMO can get you through the toughest spots!



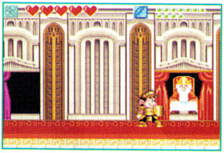
COUNSELORS' CORNER

SUPER ADVENTURE ISLAND II

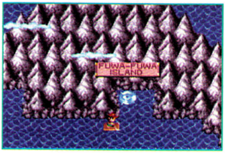
HOW DO I REACH FUWA-FUWA ISLAND?

Sandra Rumsey

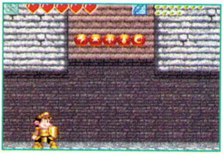
Before you can get to Fuwa-Fuwa Island, you must return to Waku-Waku Island for clues. Stay at the Inn and talk to the king to find out about the spells you'll need in the future, then tour the first five islands to collect them. To pick up each spell, you must visit its monument. There is one monument on each of the five islands, and you can pick the spells up in any order you'd like. Before you set sail for Fuwa-Fuwa, you should have the Moon, Aqua, Sun, Star and Light Spells. Once you have them, sail south to the black mountain island. Enter the whirlpool on its southern shore to reach the island.



First, return to Waku-Waku Island and spend a night at the Inn. Talk to the king there, too.



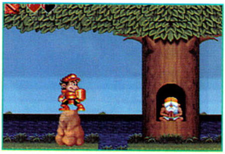
Find the five monuments and collect the five spells you'll need before setting sail for Fuwa-Fuwa Island.



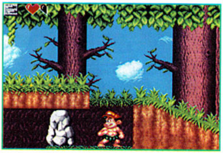
Sail due south to the dark, mountainous island and enter through the whirlpool at its south shore.

HOW DO I GET PAST THE SECOND ROCK ON POKA-POKA ISLAND?

You can't move the rock in the center of Poka-Poka Island until you have the Shove ability, which you must purchase from the first Hermit. Go to Hiya-Hiya Island and head west along its southern shore until you reach the wall. Now walk up, all the way to the right, then down to reach the whirlpool. Enter the whirlpool to find the Hermit who teaches the Shove skill.



Travel to Hiya-Hiya Island and find the Hermit's whirlpool. Give him 100 Coins to learn Shove.



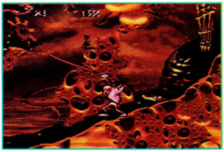
After learning the Shove skill, return to Poka- Poka Island to move the rock out of your way.

EARTHWORM JIM

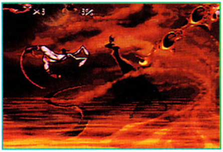
HOW DO I REACH THE FAR LEDGE IN STAGE 2?

Jim Holdeman

It takes timing and practice to swing to the ledge to the left of the third gate in Stage 2. Use the Jim Whip to open the spiked gate, then swing over to the hooks on the left. Hold Left on the Control Pad and press A to fling the Jim Whip. As you swing from the first hook, immediately use the Jim Whip again to connect with the second hook. Swing from the second hook and hold Left to reach the ledge.



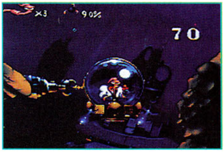
After you open the spiked gate, use the Jim Whip to swing over to the shiny, gold hooks on the left.



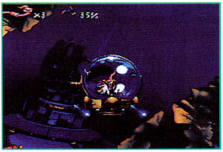
Keep holding Left on the Control Pad as you swing from the second hook to reach the distant ledge.

HOW CAN I SURVIVE UNDERWATER IN STAGE 3?

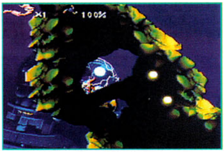
In Stage 3, you'll have to pick up Air Restorers in order to breathe inside the Mini-Sub. When you screw the tanks into the nozzle on the Mini-Sub, they refill the craft with air. There are several Air Restorers in the earlier areas, but there is only one visible tank in the third area. To find an extra, hidden Air Restorer, fill up with the first restorer, then dive all the way down, all the way to the right, then all the way back to the left. Look for two lights that mark the passage that leads to the other restorer.



The Air Restorers are resting on the seabed in several places. Use them to replenish the Mini-Sub's air.



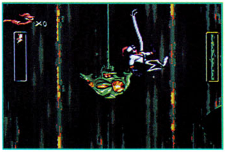
After you pick up the first Air Restorer in area 3, continue down to the right, quickly but carefully.



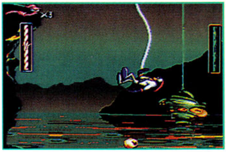
Look for the two lights that mark the entrance to the hidden passage. Go through the wall to find the tank.

HOW DO I DEFEAT MAJOR MUCUS?

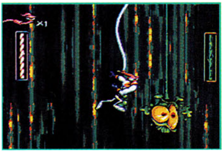
Major Mucus is a large, slimy ball suspended on a bungee cord. He'll try to smash you into the rocks to break your cord. Your goal is to snap his cord before he can snap yours. Stay away from the rocks at the sides of the screen and shove him into them whenever the opportunity arises. When Mucus begins to spin rapidly, avoid him. Wait until he stops spinning, then shove him into the rocks again.



If Major Mucus manages to smash you into the rocks, your bungee cord could break.



When the mad major starts to spin, avoid him until he comes to a stop, then attack again.



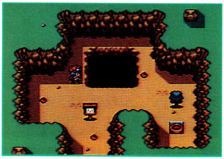
Use the Bungee Shove to force him into the rocks and break his cord. You'll have to defeat him three times.

ROBOTREK

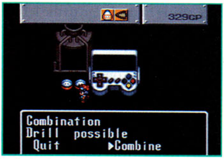
HOW DO I FIX THE RUSTY DRILL?

Yvonne Rowan

After Dr. Einst botches his attempt to blast an opening in the cave, exit the room and find the hole that is the alternate entrance. Fall into the hole and find the Treasure Chest that holds the Rusty Drill. The drill isn't usable in its present condition, but if you take it back to an Invention Machine and combine it with Clean, you'll get a refurbished drill that can bore through walls.



Drop into the hole to enter the cave, then take the Rusty Drill from the Treasure Chest inside.

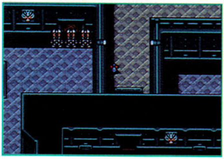


Combination
Drill possible
Quit ▶Combine

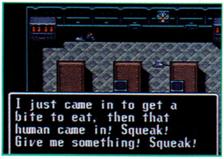
Take the Rusty Drill to an Invention Machine and combine it with Clean to get a useful drill.

HOW DO I GET INTO THE BIO LAB'S TREASURE ROOM?

After you are turned into a mouse, Kotetsu will offer to help you if you bring him the money from the Treasure Room. If you try to enter the Treasure Room through its front door, however, you'll find it blocked by three guards who won't budge. A couple of mice block the only other entrance. Return to the Lunchroom and chase the soldier out so the mice can eat. The mice will then tell you how to destroy the Earthquake Device. Now, when you return to the duct that was blocked by the mice, they'll leave. Enter the mouse hole and follow the duct to the Treasure Room. When you take the treasure back to Kotetsu, he'll tell you to return to the Secret Lab. When you do, he'll turn you back into a human. Now you can go to the Earthquake Device and destroy it by flipping the switches in the correct order.

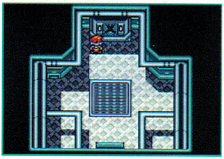


Three guards prevent you from entering the Treasure Room through its front door. Find another entrance.



I just came in to get a
bite to eat, then that
human came in! Squeak!
Give me something! Squeak!

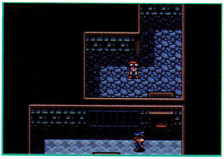
The mice can't eat while the soldier is around. When you chase him off, the mice will give you a clue.



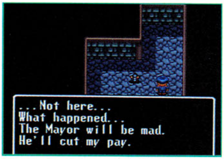
Destroy the Earthquake Device by flipping the right switch three times and the left one twice.

HOW DO I ESCAPE FROM JAIL IN ROCOCO?

You must have the ability to change from one form to another in order to escape from jail. First, use the Surprise Horn to get the guard's attention. Before he reaches the cell door, Change into a mouse. When he opens the door, you can run out while he searches for his prisoner. Don't change back into a human until you're out of the station.



When you blow the Surprise Horn, the guard will come into the cell area to investigate.



...Not here...
What happened...
The Mayor will be mad.
He'll cut my pay.

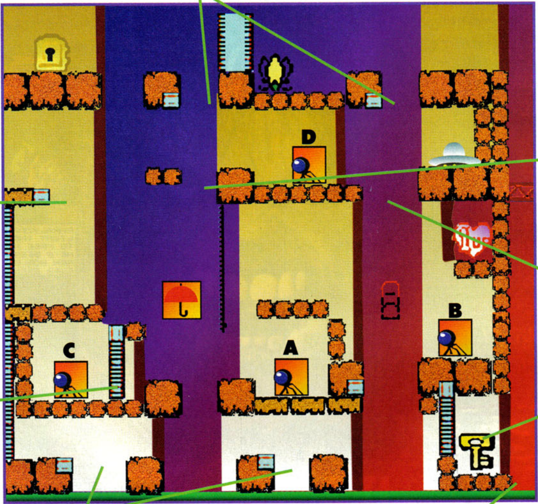
After blowing the horn, quickly Change into a mouse. When the guard opens the door, sneak out.

DONKEY KONG

HOW DO I COMPLETE LEVEL 8-14?

Scott Sullivan

LEVEL 8-14



① Climb the ladder, jump over to Switch A and pull it to the right to make lower platforms appear.

② Continue to the right, to Switch B. Pull it to the right to open the door beside Switch C.

③ Go back to the left and pull Switch C to the right to create a platform above.

④ Climb up to the new platform and cross over to Switch D. Pull it to the right to remove the platform from beneath the Walking Blocks above.

⑤ Go back down to Switch C and pull it to remove the platform so the Walking Block on the left will fall into the lava below.

⑥ Cross over to Switch B. Pull it to the left to drop the other Walking Block, then switch it back to the right to put the platform back.

⑦ Go down the ladder on the left, walk across the lava on the Walking Blocks and pick up the Key.

⑧ Take the Key up the elevator, cross over the upper platform, then open the door to the exit.

CALL THE PROS FOR POWER TIPS

POWER SURGE FAST FACTS

BRAINLORD

Q: How do I light up dark rooms?

A: Use the Light Jade.

Q: How do I destroy the ice blocks in the Ice Castle?

A: Use the FireSword.

Q: How do I open the door in the Floodgate room?

A: Press X.

ILLUSION OF GAIA

Q: Is there any way to get more than 12 Herbs?

A: No.

Q: How do I get Gems that are out of reach?

A: Use your telekinetic power.

Q: How many Red Jewels are there?

A: 50.

WRITE TO:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

CALL: (206) 885-7529

Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time. If you've reached only a busy signal when you've called before, now's the time to try calling again. To answer your questions more quickly, we've added a special voice response unit to handle frequently-asked questions. And look for on-line answers, coming soon to a computer subscriber service near you!

THE INCREDIBLE HULK™

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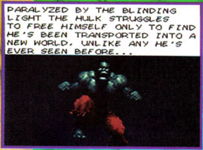
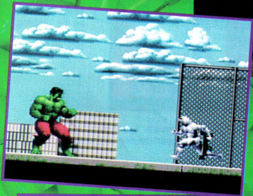
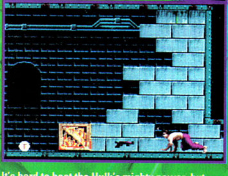
BECAUSE OF ALL THE "HULK-MANIA" GENERATED BY LAST YEAR'S RELEASE OF THE INCREDIBLE HULK, NINTENDO POWER DECIDED TO GIVE YOU SOME HELP IN LEADING THE GREEN GIANT TO VICTORY.



PARALYZED BY THE BLINDING LIGHT THE HULK STRUGGLES TO FREE HIMSELF ONLY TO FIND HE'S BEEN TRANSPORTED INTO A NEW WORLD, UNLIKE ANY HE'S EVER SEEN BEFORE...

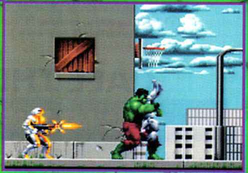




It's hard to beat the Hulk's mighty power, but sometimes Dr. Banner's diminutive stature can get you through the tight spots.

IT'S RADIOACTIVE!

The power of the Incredible Hulk comes alive in this Super NES title from U.S. Gold. Your challenge is to guide the green machine through five tough levels. How tough is it? Well, we passed over this title when it was released last fall, but soon came to realize that Power readers could benefit from some strategic advice. The following pages should help you to reach, and defeat, the elusive Leader. For starters, check out these two Power moves that aren't in the manual. The Flying Shoulder Slam (hold L or R then press Left or Right on the Control Pad), will make quick work of any annoying robot. Or try the Pile Driver (grab the enemy then press Y and B) to drive the robots nuts (and bolts).



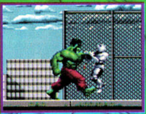
Gamma capsules can give Hulk the energy he needs to make super moves like this pile driver (Y + B).

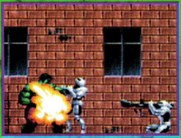
LEVEL ONE CITY & CONSTRUCTION SITE

In Level One, Hulk climbs the scaffolding of a local construction site to get through the Leader's robot army troops. Though Hulk can avoid much of the danger by transforming to Bruce Banner so he can climb through the underground piping, he'll miss out on an extra life and a few other valuable items found above ground.

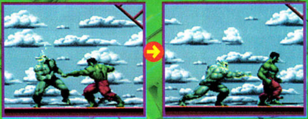
FIRE SHELTER

With nothing but his leathery, green skin to protect him from the robots' blasts, Hulk could use a little protection. Grab a robot by his neck and use him to deflect some of his friends', not-so-friendly fire.





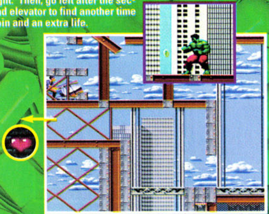
ABOMINABLE!



He's almost as big as the Hulk and just as mean, but not nearly as bright. Avoid Abomination's devastating uppercuts and flying claw-swipes by moving to the right of the screen. Now wear him down with quick jabs to the chops.

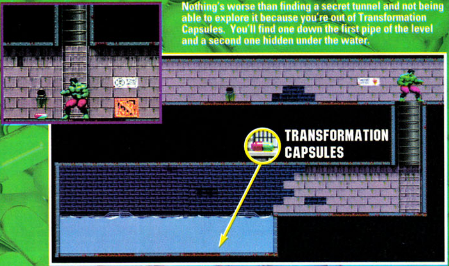
LOOK AGAIN

After using the telephone booth to reach a time coin, don't take the pipe leading underground. Instead, jump up to a nearby beam and continue right. Then, go left after the second elevator to find another time coin and an extra life.



TIME FOR A CHANGE?

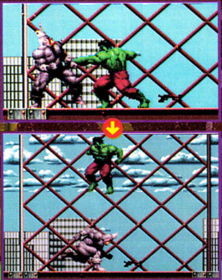
Nothing's worse than finding a secret tunnel and not being able to explore it because you're out of Transformation Capsules. You'll find one down the first pipe of the level and a second one hidden under the water.

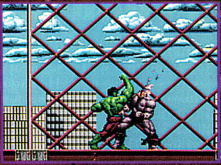


RHINO

Rhino leads with his horn for a clean and quick attack. These charges can be tough for the Hulk to handle. Study the rhythm of his attacks, and deliver a quick jab as soon as you see him. Don't become overconfident, though—Rhino can surprise you by bouncing back and charging with unexpected speed!

THE OLD ONE–TWO PUNCH AND JUMP!





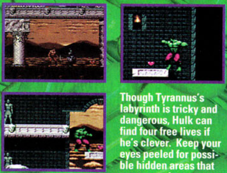
Move in close to land a few devastating uppercuts, then get ready for Rhino's second charge. He'll really test your reflexes!

After hitting Rhino with your best shot, jump quickly to avoid his charge.

LEVEL TWO TYRANNUS'S LABYRINTH

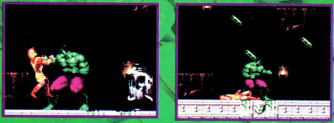
Hulk's big fall seems to have taken him back to the times of Roman columns—and soldiers! Tyrannus's labyrinth is full of pitfalls and secret passages. Keep your eyes peeled for stone faces that come alive and shoot—they are also hidden switches that Hulk needs to punch to get through these mysterious catacombs. But be careful—if you hit the wrong switch, it's lights out for Hulk! Also watch for the soldiers with the high-powered tridents. They're tough to defeat and can do heavy damage to Hulk.

STOCK UP



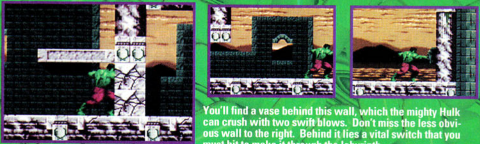
Though Tyrannus's labyrinth is tricky and dangerous, Hulk can find four free lives if he's clever. Keep your eyes peeled for possible hidden areas that you can only get to with a little extra work. A boulder can help you reach one, and hitting the right switches will take you to the others.

FIRST THINGS FIRST



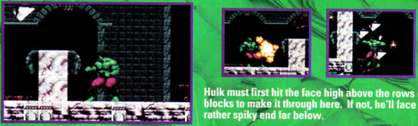
The ornate Roman vases hold precious Gamma Capsules that give Hulk extra energy, but don't get too greedy. You're sure to find a few soldiers lurking around each one. Take care of them first, then break the vases to collect your reward!

AND BEHIND DOOR NUMBER TWO...

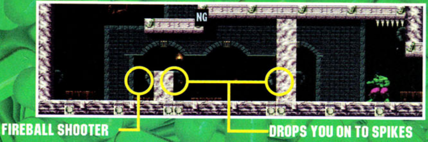


You'll find a vase behind this wall, which the mighty Hulk can crush with two swift blows. Don't miss the less obvious wall to the right. Behind it lies a vital switch that you must hit to make it through the labyrinth.

ONE FACE AT A TIME



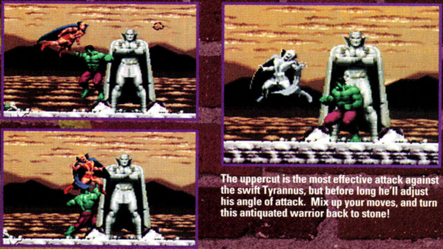
Hulk must first hit the face high above the rows of blocks to make it through here. If not, he'll face a rather spiky end far below.



TYRANNUS

Tyrannus is a magical, high-flying fiend that will disappear as soon as you see him. He shoots whizzing fireballs at Hulk, taunting him from above. Crouch down and wait until the arrogant Tyrannus flies close enough for you to deliver an uppercut, or rise to his level and nail him with a stiff jab.

THE OL' BAIT AND SWITCH!

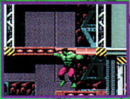


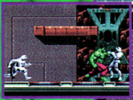
The uppercut is the most effective attack against the swift Tyrannus, but before long he'll adjust his angle of attack. Mix up your moves, and turn this antiquated warrior back to stone!

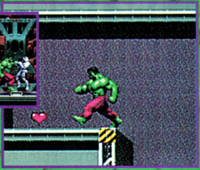
LEVEL THREE THE LEADER'S FORTRESS

The infuriated Hulk now heads to the fortress of his arch enemy, the Leader. But the showdown will have to wait, as Hulk must first face the defenders of the outer lair. It's well-guarded by a hoard of pumped-up robots and a series of tricky and hard-to-see switches. It will take Bruce Banner's genius to keep track of all the twists and turns (and ups and downs). But most of all, it will take patience to make it through successfully—and patience isn't one of Hulk's strong suits.

A SHORT DIVERSION



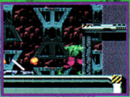


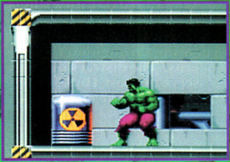


At the top of these rotating platforms is a Mega Gamma Capsule. Head right, trip the lever, and find an extra life.

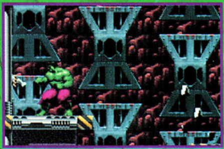
LOOK AGAIN

Though these steel walls look solid, they're no match for the Hulk. Keep an eye out for this wall. Smash through it and head down to find a nuclear bin filled with three important Gamma Capsules.



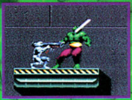


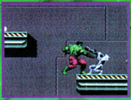
SWITCH WHICH SWITCH?



Some switches open barriers and others close them. If you find yourself stuck in an area, retrace your steps to see if you can find a switch that you missed earlier.

DOUBLE TEAMED!

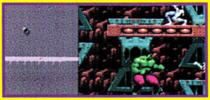


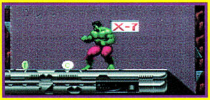


The Leader's front man will try to catch you in cross fire on this platform. Move to the left of the platform to get out of the cannon's line of fire, then take care of the pesky robot. You'll be rewarded with an important Time Coin.

A LITTLE HELP...

Avoid the temptation of hitting this switch. Instead, continue up and make short work of the robot, then head left to find a Time Capsule and a Continue Capsule—just in case things don't work out this time around.

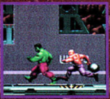


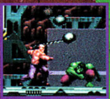


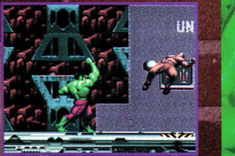
ABSORBING MAN

Absorbing Man is a mutant who was fused with the ball and chain he wore in prison before becoming one of the Leader's henchman. Stay clear of his swinging ball and wait until he makes a move. Follow him closely as he moves to the left and right, then hit him while he's winding up. He'll recharge three times by absorbing the energy from nearby walls, but the mighty Hulk can outlast him.

ABSORB THIS!





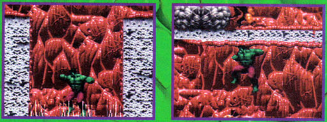


If the Hulk feels lucky, he can do serious damage with an uppercut that will send Absorbing Man flying off the screen!

LEVEL FOUR THE LEADER'S INTERIOR

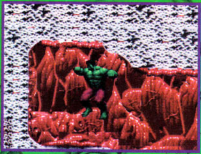
It's a trap! Absorbing Man was only a decoy used by the clever Leader to lure Hulk to a strange and cavernous land. The caverns hold many traps and are patrolled by spiky lizards and leaping slugs. Hulk knows he's close—he can feel the Leader's evil presence pulsating throughout the caverns. The distractions only serve to boost Hulk's determination as he moves closer to his goal.

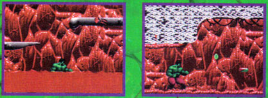
ALL OR NOTHING



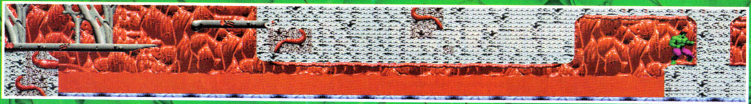
The switches the Leader has installed are deadlier than ever. Search out all the levers, but hit them only when you come to an impasse—a bad choice can put Hulk in some perilous situations!

HOT TUB!



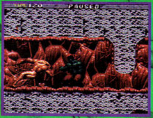


Though the red-hot pools are normally trouble, this one leads to a vital Time Capsule. Hit the hidden lever on the left, then drop down to the pool and wade to the right to collect your reward.



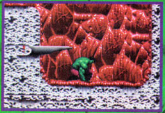
NO ESCAPE?

Changing quickly to Dr. Banner can get you through this tight spot, but don't be hasty—destroy the waiting lizard first. If he hits you as Dr. Banner, you'll be stuck!



A MUST SEE!

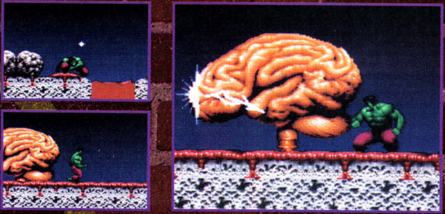
You need to find at least two Transformation Capsules to make it through Level Five, so keep your eyes peeled. You'll find one hidden down and to the right just after hitting a lever midway through.



THE BRAIN

No wonder Hulk's been feeling a bit "nervous"—this cavern is a complex network of living nerves, controlled by an oversized bouncing brain. The Hulk's genius can match even this level of intelligence, though. Keep away from the deadly pulses of neuro-electric energy, and hit The Brain where it's most vulnerable—around back at the medulla!

ATTACK FROM THE REAR

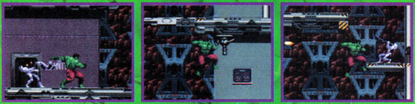


Duck under the first pulses the brain shoots, then move in. Charge to the right and zero in on the small lobe near the spine, the medulla! But be patient. Wait until there's an opening between pulses, then strike with all of Hulk's might!

LEVEL FIVE THE FINAL BATTLE

Once again, Hulk senses the Leader—he can almost smell his evil presence. He's very, very close. But first, he must negotiate some of the toughest terrain yet. You'll need both the massive power of the Hulk as well as Dr. Banner's agility and intelligence to survive. Besides the Leader's nasty robots and cannons, Hulk will have to contend with metallic birds of prey and bone-crushing hydraulic barriers!

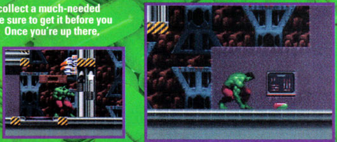
DIVIDE AND CONQUER



The Leader throws all he has at the Hulk right from the start, . When an area is filled with robots, cannons, and flying war birds, take them out one at a time and reserve energy for the dangers to come.

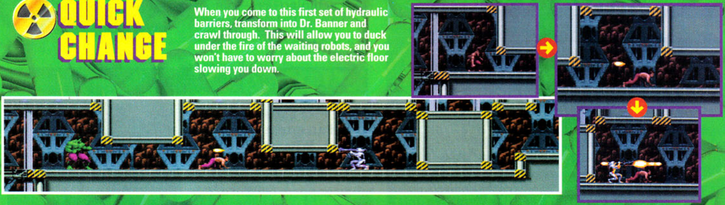
LOOK BEFORE YOU LEAP

Break through this wall to collect a much-needed Transformation Capsule. Be sure to get it before you jump to the platform above. Once you're up there, the mighty Hulk's bulk can't fit back through the narrow gap.



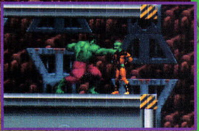
QUICK CHANGE

When you come to this first set of hydraulic barriers, transform into Dr. Banner and crawl through. This will allow you to duck under the fire of the waiting robots, and you won't have to worry about the electric floor slowing you down.

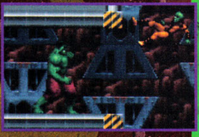


THE LEADER

You're finally face to face with the cackling madman himself. The Hulk seethes as he lays eyes on his evil enemy. Don't let his size fool you. You'll have trouble putting his reign of terror to an end with a conventional attack. As Dr. Banner, you won't be able to hurt the Leader. Hulk must control his rage long enough to discover the Leader's weakness.

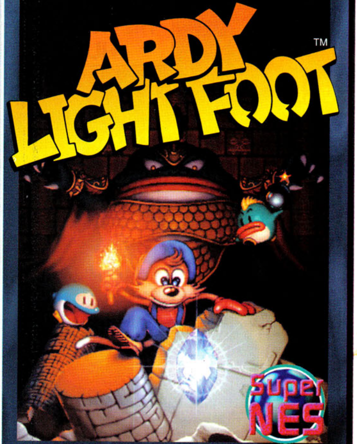


Although they're effective in other situations, Hulk's jabs will only amuse the Leader.



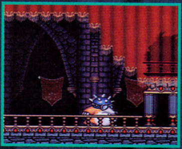
The secret to victory is a mighty, furious uppercut that will send the evil Leader sailing to his doom down the nearby elevator shaft!

ARDY LIGHTFOOT™



A SEARCH FOR POWER

The Seven Pieces of Power have been scattered around the world and the evil Visconti will to do anything to get them back. It is up to Titus's unlikely hero, Ardy Lightfoot, to collect the pieces before the Visconti can get his greedy paws on them. Ardy Lightfoot is a typical platform adventure that relies more heavily on your ability to avoid danger than your talent at attacking your enemies. The control takes some getting used to, but unlimited Continues and frequent passwords eliminate frustration. Players who enjoy games with a cartoon-like style will like Ardy.

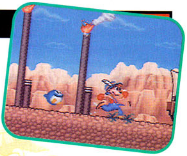


© 1994 Titus Co.

ARDY'S SKILLS

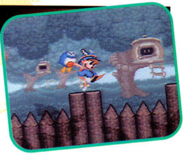
Ardy Lightfoot is unusual in that you spend more time running away from enemies than defeating them, and Ardy has a bag full of tricks for eluding enemies. Mastering his moves is the key to completing the game.

RUNNING



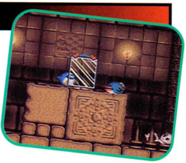
The best way to avoid an enemy is to run away. You'll also need to get a running start to make it over some of the jumps you'll come across on your journey. If you press and hold the Control Pad in one direction, Ardy will start running.

BOUNCING



Bouncing is the only way Ardy can attack an enemy without the help of Pec. You'll also need to bounce in order to reach platforms that are above you. To bounce press B to jump, then press B again when you land.

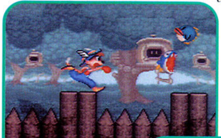
HIDING

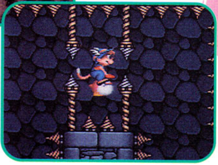


If all else fails, Ardy can avoid an enemy attack by hiding. When you hold Up on the Control Pad, Ardy will pull out his magic cloth and disappear behind it. The bad guys can't hit what they can't see.

PEC!

Ardy's little buddy Pec is the fighter of the duo. When Pec is traveling with Ardy, he can swoop ahead and swallow up the bad guys. Pec will also block enemy attacks with his body to save Ardy.





Use Pec to clear the enemies out of Ardy's path, but be careful— if Ardy gets hits Pec will be lost.

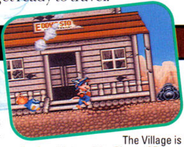
When you find Pec's Power-Ups along the way, he will be able to help you in ways you won't believe.

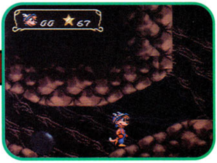
PRISM LAND

Ardy's quest for the Seven Pieces of Power drags him across a wide range of terrains and into all sorts of trouble. Here are a just a few of the problems that Ardy will face along the way. Read up and get ready to travel!

UNDERGROUND

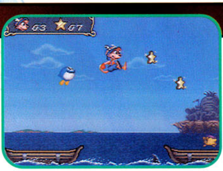
As Ardy heads into the village, an evil, giant mole steals the First Piece of Power and heads underground with it. Follow the mole's lead and search the subterranean caverns for the missing Piece. This area isn't very tough, but some of the enemies may be hiding where you can't see them. Throw Pec out in front of you to swallow your foes whole.

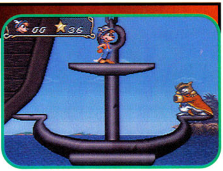

The Village is in shambles and the Piece of Power has been stolen. Follow that mole!


The caverns are dark, so keep an eye out for hidden enemies. Pec can clear the way if you still have him.

HIGH SEAS

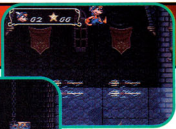
Getting to Gilson's boat can be a very tricky endeavor. Your raft is only sturdy enough to make it about a quarter of the way through the level before it sinks. Making it the rest of the way requires that you jump from life raft to life raft while avoiding the enemies along the way. Use your bounce to make long jumps.

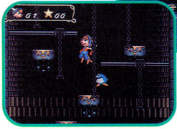

Jumping from boat to boat isn't the safest way to travel, but it sure beats swimming with the sharks.

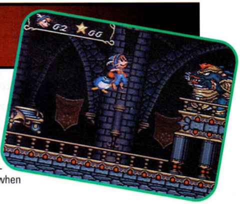

Be careful when you face the Captain. If you jump past the edge of the anchor, you're sunk!

VISCONTI'S FORTRESS

The end of Ardy's quest is near, but the worst of Visconti's traps are still ahead of you. Dangers are waiting in every corridor and hallway throughout this castle. Remember that some dangers can be used to your advantage. For instance, you can ride the deadly spears as long as their points don't hit you.



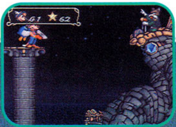


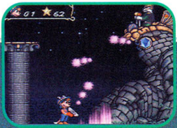

Evil abounds in Visconti's fortress. Work your way through carefully so you'll still have Pec when you reach Visconti.

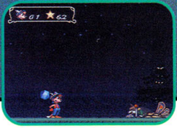
POWER-UP

BEECROFT'S STRONGHOLD

Usually you can bounce off your enemies' heads, but this time Beecroft is up out of your reach. As soon as you enter this area, use your bouncing ability to spring up onto the pillar on the right side of the screen, then grab the mirror that is sitting there. Hop back down to the ground and use the mirror to reflect Beecroft's shots and aim them to hit him.


This time around Ardy can't jump high enough to bounce off Beecroft's head. You'll need to think of some other attack.


Grab the mirror that is sitting on the pillar and use it to reflect Beecroft's shots at him.


Good job! Ardy managed to give the evil Beecroft a taste of his own medicine. Nothing beats power like power.

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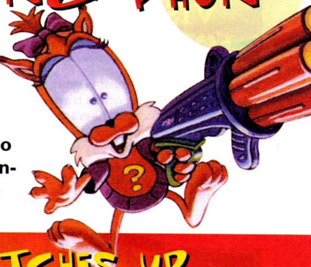
BUBSY II™

PHUR PHLYING PHUN (IN TWO PHORMS)

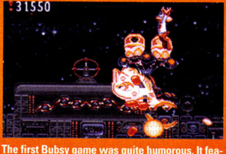


Holy hairballs! Accolade's main cat is back for another round of animated Super NES action. There are many new additions to the game play. This time you can choose which stage you'd like to play instead of just going through the game in a linear fashion. Bubsy's also making a show on Game Boy!

HOW THE PHUR MATCHES UP...

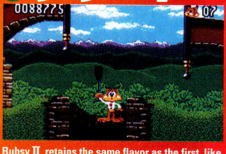
Both Bubsy and Bubsy II are scrolling action games with plenty of warps and secret passages. The animations are good, but it seems like the programmers didn't learn a whole lot about the "jerky-ness" of the scroll in the original game because it's present again in Bubsy II. It really hurts the play control and overall enjoyment of the game. One of the best things about Bubsy II, though, is the fact that the cat can use weapons and other goodies.

BUBSY



The first Bubsy game was quite humorous. It featured some wild enemies, a digitized bobcat voice and a sci-fi theme.

BUBSY II



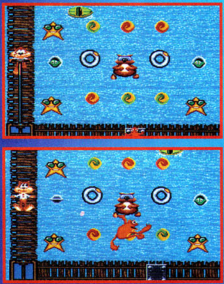
Bubsy II retains the same flavor as the first, like Bubsy's departure scenes, and also adds some new twists, like weapons!

MINI GAMES TO TEST YOUR SKILLS

The three Mini Games are probably more fun to play than the main game, and you can access them in two different ways. When playing through the game, certain doorways will take you to one of the three Mini Games. The benefit of these games is that you can earn bonus lives. It's very important to build lives if you want to survive this testing ground. The other way that you can get into the Mini Games is through the option screen. Choose either a 1- or 2-Player Mini by pressing the Control Pad left or right while 1 Player is highlighted. Each game has several titles, but there are only three games.

FROGAPULT

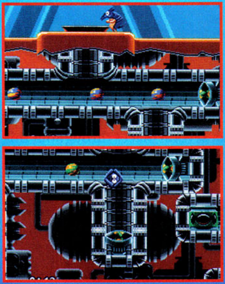
Try to make the frogs land on the targets in the water. This Mini Game could (and should) be a whole game in itself! It's fun!



Move Bubsy up or down to change the intensity of the launch thrust before flinging amphibians. It's better than frog baseball!

ARMADILLO DROP

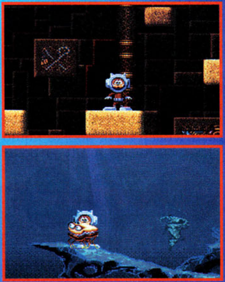
Your goal in this Mini Game is to guide the apprehensive armadillo through the car's "engine" and down to the ground.



Collect marbles and try to find a 1-Up as you blow through the engine's cooling system. Avoid finding tires.

LIQUID LUNACY

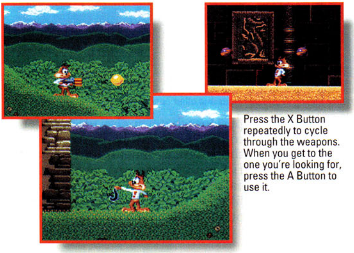
In the regular game, put on the diver's suit and jump into the water to find the underwater Mini Game. This one's easy.



Try to score as many bubbles as you can before the whirlpool touches you and ends your game. Bounce off the fish.

NO HAIRBALLS

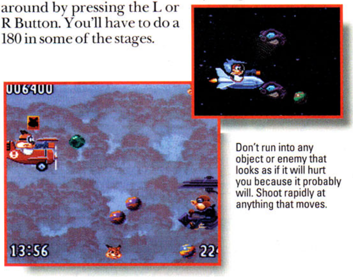
The bobcat gets to use an assortment of weapons in his second game! A Nerf-like pop-gun is Bubsy's most versatile buffer against oncoming threats. Smart Bombs also come in handy in tricky situations. Using one eliminates all of the baddies on the screen at the time. You can exit a stage with the old hole-in-the-wall trick, too.



Press the X Button repeatedly to cycle through the weapons. When you get to the one you're looking for, press the A Button to use it.

AVIATION

Bubsy gets to do some flying in his new game! Some stages require him to pilot a bi-plane and some stages will send him into outer space to do galactic battle with space scum. Collect marbles and shoot everything evil. You can turn around by pressing the L or R Button. You'll have to do a 180 in some of the stages.

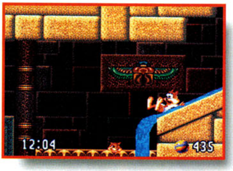


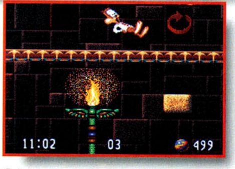
Don't run into any object or enemy that looks as if it will hurt you because it probably will. Shoot rapidly at anything that moves.

FINE THEMES TO VENTURE OUT IN

Bubsy will have to use his powers of pounce in several different types of stages. If there is a plus to this game, it's the variety of stages. The difficulty level increases at a good rate, as well. In the first Bubsy game, there was just a lot of side-scrolling, race-as-fast-as-you-can mindless scampering. That same game mentality is still present in Bubsy II, but it's broken up nicely by the variety of stages you can choose as you begin and continue during your quest for marbles. No matter what stage you choose to try, though, the hazards are hazardous and the enemies are plenty.

KING OF DE-NILE

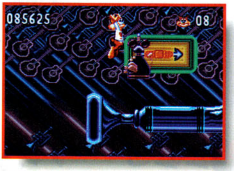


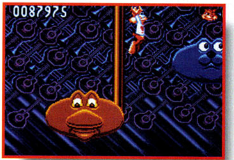


Bubsy can handle the water slides, just not pools of the stuff. Avoid the flames, too—unless you want to singe the bobcat's tail. (While cruel, it's kind of fun to do.)

You can enter and complete the stages in any order you choose. An Egyptian theme sets the tone for Bubsy's King of De-Nile trek. Speaking of denial, no matter how much he tries to cope with it, Bubsy can't deny that taking a bath does him in. That's probably why the underwater suit has been added. Make sure you don't land the cool cat in a deep vat or pool of liquid without the diver's suit. It can occur in several places throughout this stage. Watch out for the dragon paintings on the walls. They come to life.

BACH IN TIME

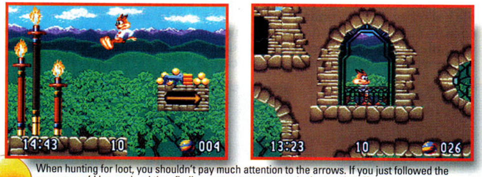




Get the most out of your jumps by holding the Jump Button when bouncing off of a trumpet or a drum. If you fall a long way, hold the Glide Button so you don't crash land.

Bach in Time is a wide-open array of gigantic musical notes and instruments. Bubsy doesn't get to play any of the instruments, but he gets to play on them. Jumping from note and note and from trumpet to trumpet, the cat has to locate the exit. It's actually not an easy task. Take as many clues from the arrows as you can. You'll have to do some warping through the open doorways to clear this musical madhouse. Many enemies don't stand out from the background here, so watch your tail.

HAMALOT

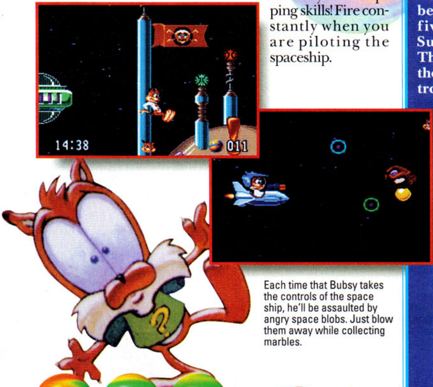


When hunting for loot, you shouldn't pay much attention to the arrows. If you just followed the arrows, you'd have a hard time finding secret passages and other cool stuff.

There is a peculiar proliferation of porkers in this stage. Look for hidden passages all over the place. They will lead to caches of marbles, 1-Ups and warp doors. Hamalot is a good stage to start on. You can score firepower almost immediately. If the packs of pigs (or whatever else ails you) get to be too much, just uncork on them with a Smart Bomb. That'll fix 'em! Overall, this may be the easiest stage to complete. It's more like the original Bubsy game than other stages.

STAR WRECK

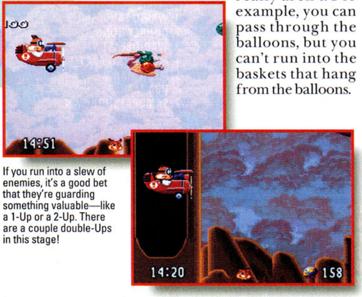
There are lots of enemies in this stage, but it seems that it's not as important to do away with them here as it is in other stages. The important things to look for are switches that shut down electrical barriers. Stand near them and press Up on the Control Pad to throw them. Enter any door that you see and get the "lay of the land." This would be a good stage to test your mapping skills! Fire constantly when you are piloting the spaceship.



Each time that Bubsy takes the controls of the space ship, he'll be assaulted by angry space blobs. Just blow them away while collecting marbles.

THE HINDENBURGER

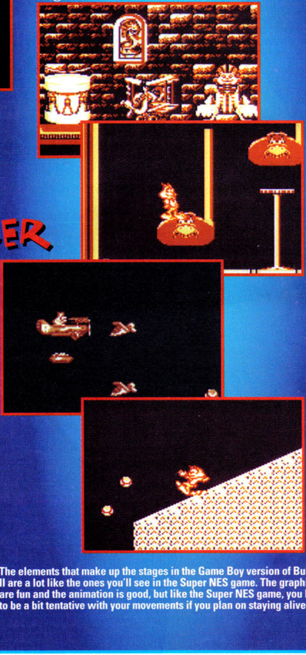
Don't try to go through this stage on auto-pilot—you can't! The bi-plane doesn't respond very quickly, so you have to stay sharp. It's critical to know that you can turn the plane around and go the other way. Just press the L or R Button. To pick up some weapons and possibly 1-Ups, zig-zag through the stage. Some things that look like obstacles really aren't. For example, you can pass through the balloons, but you can't run into the baskets that hang from the balloons.



If you run into a slew of enemies, it's a good bet that they're guarding something valuable—like a 1-Up or a 2-Up. There are a couple double-Ups in this stage!

Game BOY IT'S ON GAME BOY, TOO!

Bubsy II for Game Boy is much like its Super NES counterpart. There are the obvious differences in graphics and sound, but you can expect the same kind of game play from the Game Boy title. You begin by choosing from three stages instead of five. The Game Boy game plays slower than the Super NES, but it's like a blessing in disguise. Things happen so fast in the Super NES game that the play control can't keep up. While the play control of the Game Boy Bubsy II isn't fantastic in its own right, it's more manageable than the Super NES game. Some of the jumps that you have to make are tricky. One of the most difficult things to do is land on a small platform without falling off.



The elements that make up the stages in the Game Boy version of Bubsy II are a lot like the ones you'll see in the Super NES game. The graphics are fun and the animation is good, but like the Super NES game, you have to be a bit tentative with your movements if you plan on staying alive.

NINTEND
AWARDS

1994
NINTENDO POWER AWARD
NP

AS THE ANNUAL AWARDS SEASON ROLLS AROUND ONCE AGAIN, IT'S TIME FOR YOU TO LET YOUR VOICE BE HEARD. PICK YOUR FAVORITE TITLES FROM THE NOMINEES LISTED IN EACH CATEGORY, THEN MARK YOUR RESPONSE CARD AND SEND IT IN. REMEMBER: YOU CAN'T WHINE IF YOU DON'T VOTE!

GRAPHICS & SOUND

It was a big, big year for the Graphics & Sound category, with ACM and cel animation breaking new ground.

SUPER NES -A-

1. DONKEY KONG COUNTRY
2. EARTHWORM JIM
3. SUPER METROID
4. BLACKTHORNE
5. LION KING
6. SUPER PUNCH-OUT!!
7. THE ADVENTURES OF BATMAN & ROBIN
8. FINAL FANTASY III

GAME BOY -B-

1. WARIO LAND: SML 3
2. DONKEY KONG LAND
3. DAFFY DUCK: THE MARVIN MISSIONS
4. CONTRA: THE ALIEN WARS
5. WARIO BLAST

CHALLENGE

Every gamer appreciates a good challenge. These games are nominated for their ability to keep players up all night.

SUPER NES -E-

1. FINAL FANTASY III
2. SUPER PUNCH-OUT!!
3. SUPER METROID
4. EARTHWORM JIM
5. BLACKTHORNE
6. MORTAL KOMBAT II

THEME & FUN

New themes made 1994 a lively year, with a handful of innovative games that stand out in the crowded Super NES field.

SUPER NES -C-

1. DONKEY KONG COUNTRY
2. NBA JAM
3. EARTHWORM JIM
4. MORTAL KOMBAT II
5. SUPER METROID
6. UNIRACERS
7. PITFALL: THE MAYAN ADVENTURE

GAME BOY -D-

1. WARIO LAND: SML 3
2. DONKEY KONG
3. WARIOBLAST
4. MORTAL KOMBAT II
5. MEGA MAN V
6. NBA JAM
7. SAMURAI SHODOWN

GAME BOY -F-

1. WARIO LAND: SML 3
2. MEGA MAN V
3. DONKEY KONG
4. TETRIS 2
5. JUNGLE BOOK

O POWER '94

PLAY CONTROL

Play control can make the difference between a hit and a miss. These nominees are recognized for their precise control.

SUPER NES-G-

1. DONKEY KONG COUNTRY
2. SUPER METROID
3. SUPER STREETFIGHTER II
4. NBA LIVE '95
5. UNIRACERS
6. SUPER PUNCH-OUT!!
7. MEGA MAN X2
8. EARTHWORM JIM

GAME BOY-H-

1. MORTAL KOMBAT II
2. DONKEY KONG
3. WILD SNAKE
4. WARIO LAND: SML 3
5. MEGA MAN V
6. WARIO BLAST

BEST EPIC

Involving adventures and RPGs are finding a larger following all the time, and 1994 offered up some real treats for fans of the genre. Great story lines—and great challenges—made these epics winners.

– ANY NINTENDO SYSTEM - I -

1. FINAL FANTASY III
2. ILLUSION OF GAIA
3. BREATH OF FIRE
4. BRAINLORD
5. DRAGON VIEW
6. UNCHARTED WATERS: NEW HORIZONS
7. LORD OF THE RINGS

BEST TOURNAMENT FIGHTER

Tournament fighting games continued to be the hottest properties in 1994. The coming year will tell whether they can continue to dominate. Remember that Killer Instinct doesn't qualify until next year.

– ANY NINTENDO SYSTEM - J -

1. MORTAL KOMBAT II
2. SUPER STREETFIGHTER II
3. C2: JUDGMENT CLAY
4. FATAL FURY II
5. SAMURAI SHODOWN
6. BRUTAL: PAWS OF FURY

BEST SPORTS GAME

The Sports category had some of the hottest competition in the industry, with stars from every sport lining up to endorse new games. Only a couple nominees have star power attached, though.

– ANY NINTENDO SYSTEM - K -

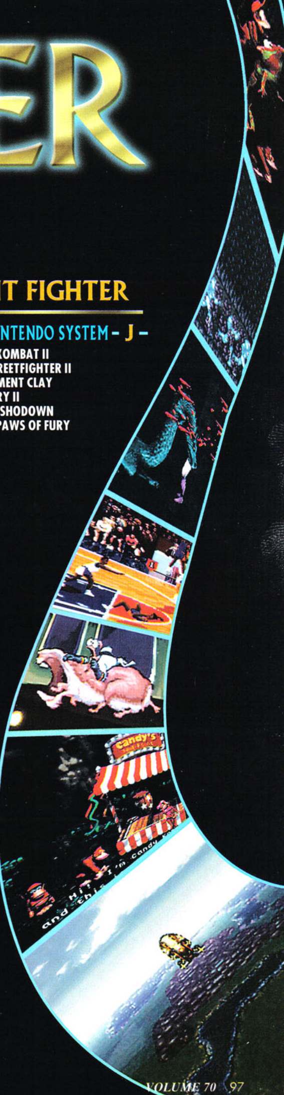
1. KEN GRIFFEY JR. PRESENTS MLB
2. NBA JAM
3. MADDEN '95
4. NBA LIVE '95
5. FIFA INTERNATIONAL SOCCER

BEST MULTI-PLAYER GAME

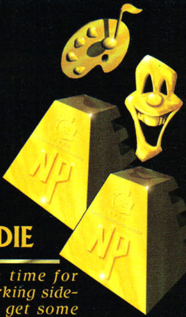
The nominees in this category kept players crowded around game screens here at NOA headquarters as lengthy tournaments separated the wannabes from the hotshots who claimed the bragging rights.

– ANY NINTENDO SYSTEM - L -

1. SUPER BOMBERMAN 2
2. NBA JAM
3. NBA LIVE '95
4. UNIRACERS
5. WWF RAW
6. WARIO BLAST



NINTENDO POWER AWARDS '94



BEST HERO

This category includes an interesting mix of long-time greats and names new to the small screen. Who would have thought that a worm would be in the running?

M

1. DONKEY KONG
2. EARTHWORM JIM
3. DIDDY KONG
4. SAMUS ARAN
5. MEGA MAN
6. LUKE SKYWALKER
7. FIREBRAND
8. SPIDER-MAN

WORST BADDIE

On the flip side, we're also recognizing characters in roles that support major villains. We have some bad actors nominated in this all-new category.

P

1. SILVER SPACE PIRATE (SUPER METROID)
2. ROCKCROK (DKC)
3. ULTROS (FF III)
4. BEETOM (SUPER METROID)
5. ZONE EATER (FF III)

WORST VILLAIN

Bad boys (and girls) from all over the video galaxy are up for the dubious honor of being the most reviled villain. Year in, year out, we love to hate'em!

N

1. CARNAGE
2. KING K. ROOL
3. ANTI-UNI
4. SCAR
5. MOTHER BRAIN
6. SHAO KAHN
7. MAJOR MUCUS
8. KEFKA

BEST ORIGINAL CHARACTER

Developers go out on a limb when they create their own characters, but sometimes their creations are big hits destined to star in repeat performances.

Q

1. EARTHWORM JIM
2. BLACKTHORNE
3. ZERO
4. DIDDY KONG
5. SPIKE MCFANG
6. CRANKY KONG
7. LESTER THE UNLIKELY

COOLEST WEAPON OR ITEM

This is the category that makes you wonder who comes up with these things—and why. Some of the most innovative ideas of 1994 are have been nominated.

R

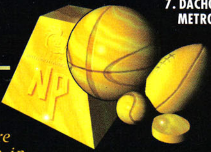
1. GRAPPLING BEAM (SUPER METROID)
2. EDGAR'S CHAINSAW (FF III)
3. LIGHT SABRE (SUPER JEDI)
4. SPIDEY'S WEB SHOT (MAXIMUM CARNAGE)
5. JIM WHIP (EARTHWORM JIM)
6. X-RAY SCOPE (SUPER METROID)
7. MOOGLE CHARM (FF III)

BEST GOODIE

It's high time for hard-working side-kicks to get some recognition, so we've added this new category to do just that. These characters play supporting roles.

O

1. ENGUARDE (DKC)
2. RAMBI (DKC)
3. INTERCEPTOR (FFIII)
4. THE ETECOONS (SUPER METROID)
5. WICKET (SUPER JEDI)
6. CRANKY KONG (DKC)
7. DACHOLA (SUPER METROID)



BEST SETTING OR STORY

The stories behind the games can make or break the gaming experience. Some, such as the legend of Samus Aran, are rich enough to span several games.

S –

1. **FINAL FANTASY III**
2. **EARTHWORM JIM**
3. **DONKEY KONG COUNTRY**
4. **ILLUSION OF GAIA**
5. **BLACKTHORNE**
6. **SUPER METROID**
7. **SUPER RETURN OF THE JEDI**
8. **DEMON'S CREST**

COOLEST TRANSPORTATION

This year's games featured modes of transportation that ran the gamut, ranging from airships to flying dinosaurs. The stand-outs appear in this category.

T –

1. **SETZER'S AIRSHIP (FF III)**
2. **ALUMINUM (TIN STAR'S HORSE)**
3. **DARWIN (SEAQUEST DSV)**
4. **CHOCOBOS (FF III)**
5. **JET BIKE (EARTHWORM JIM)**
6. **FOREST SPEEDER (SUPER JEDI)**

BEST MOVE

This hotly-contested category includes the nominees for the slickest moves in the video game world. Only one of the maneuvers can reign supreme.

U –

1. **THE CRYSTAL FLASH (SUPER METROID)**
2. **THE SPACE JUMP (SUPER METROID)**
3. **THE 360° REVERSE SLAM (NBA LIVE '95)**
4. **THE BARREL SHOT (DKC)**
5. **THE HELICOPTER JAM (NBA JAM)**
6. **THE NASAL BURST (MK II)**
7. **THE EAR BOX (SUPER PUNCH-OUT!!)**

94
POWER AWARD

BEST OVERALL

Last year was a great one for the video gamer, with outstanding titles in several categories. Which one will take top honors? Look for the results in May.

V –

1. **DONKEY KONG COUNTRY**
2. **FINAL FANTASY III**
3. **EARTHWORM JIM**
4. **MORTAL KOMBAT II**
5. **SUPER METROID**
6. **NBA JAM**

VOTE NOW

—GRAND PRIZE—

ONE WINNER

WIN 25 GAMES AND 25 SUPER POWER STAMPS

Take your pick! Choose your 25 most-wanted games, and get Super Power Stamps for use towards the purchase of Super Power Supplies!

—SECOND PRIZE—

10 WINNERS

A SUPER NES GAME AND 10 SUPER POWER STAMPS

Pick your most-wanted Super NES game and get 10 Super Power Stamps!

—THIRD PRIZE—

50 WINNERS

NINTENDO POWER T-SHIRTS AND 5 SUPER POWER STAMPS

—OFFICIAL CONTEST RULES—

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 70, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER AWARDS
PLAYER'S POLL VOL. 70
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than April 1, 1995. We are not responsible for lost or misdirected mail.

On or about April 15, 1995, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household.

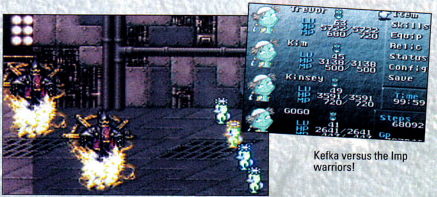
Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 61:1,000,000. All prizes will be awarded. Actual games awarded is subject to availability. To receive a list of winners, which will be available after April 30, 1995, send your request to the address above. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or immediate families. This contest is subject to all federal, state and local laws and regulations.

THE Power Players' AREN

PRO VS PLAYER

FINAL FANTASY III

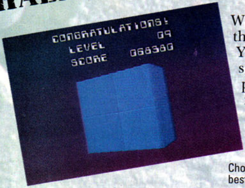
So you think you're the hottest game player around? Then check this challenge out. We want you to beat Kefka in the Final Battle using only Imps in your party. The Nintendo FFIII champ, Chuck, was able to do it, and he's got proof! If you want to repeat his feat, you'll need to have your camera ready when you head into the Final Battle. Wait until Kefka starts exploding before you take your shot, or no one will believe you did it.


Trevor
LV 63
HP 5722/5722
MP 680/ 720
Kim
LV 45
HP 3138/3138
MP 500/ 500
Kinsey
LV 49
HP 3591/3591
MP 720/ 720
GOGO
LV 41
HP 2641/2641
Item
Skills
Equip
Relic
Status
Config
Save
Time
99:59
Steps
68092
GP

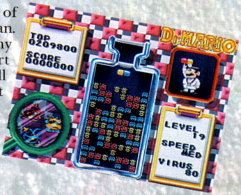
Kefka versus the Imp warriors!

POWER CHALLENGE

TETRIS & DR. MARIO


CONGRATULATIONS!
LEVEL 09
SCORE 068380

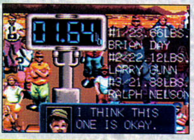
Which is your favorite? Pick your favorite of the two and rack-up as many points as you can. You can set your game at any level and at any speed, so choose your challenge and start playing! The top players for each game will receive the stamps and the recognition that go along with being champ!


TOP 0209800
SCORE 0000000
Dr. MARIO
LEVEL 19
SPEED MED
VIRUS 80

Choose your favorite game and start dropping the blocks. The best scores from each game take the prize.

POWER CHALLENGE 2

BASSIN'S BLACK BASS WITH HANK PARKER



#1 23.66LBS.
BRIAN DAY
#2 22.12LBS.
LARRY GUNN
#3 21.88LBS.
RALPH NELSON

I THINK THIS ONE IS OKAY.

It's time once again for the great Nintendo Power Bass Tournament. Last time we ran a Black Bass challenge, the response was so huge we had to print the top weights in several issues of the magazine! Grab your favorite lure and land a lunker.

Bait your hooks and start fishing. You'll need to do better than this if you want to win.

ENTER THE ARENA!

Be sure to write your name, address and Member Number on the back of your photo when you send in your Challenge or entry for one of our Challenges. All entries to the Challenges printed in this issue must be received no later than March 20, 1995 to qualify for the Power Stamp prizes. The players who best complete Challenges will receive four Super Power Stamps for use towards the purchase of Super Power Supplies. Scores printed are determined by the Nintendo Power Staff.

POWER PLAYERS' ARENA P.O. BOX 97033 REDMOND, WA 98073-9733

A

Hey! Look at this awesome score. Too bad somebody had to use a game enhancement device to get it. Next time, play the game yourself.

POWER CHALLENGE

PANTS ON FIRE

THIS MONTH'S WINNERS FOR:

WILD SNAKE

Highest Score

Jeff Daniels Atlanta, GA	20,715
Susan West Washington, D.C.	19,812
Jason Johnson Seattle, WA	19,277
Cliff Morris San Jose, CA	17,425
Mark Roberts Montgomery, TX	14,952

DONKEY KONG

Most Extra Guys

Bret Slivka Denver, CO	99
Kari Becker Bismark, ND	99
Dan Collins Nashua, NH	99
Jed Moody Wilton, CT	99
Kirk Grover Beavercreek, OR	99
Phillip Christy Oakland, CA	99
Steven Wilson McAllen, TX	99
Daniel Yovino Land O'Lakes, FL	99
Chris Jessen Bloomfield, NE	99
Jacob Draper Lake Jackson, TX	99
Stephen Truman Grand Rapids, MI	99
Dennis Seventhal Old Bridge, NJ	99
Jer Commanduer Saratoga, CA	99

MORE POWER CHALLENGES

AND THE PHOTO PLEASE!

Yikes! What happen to this photo?

Jason Burton
Amarillo, TX
Nice photo, Jason!

Before you can enter one of the challenges, you must capture your score on film. As many of you know, this can be tricky. If you are taking a photo of a Super NES game, first move your system near your television so you can get a photo of both the system and screen at the same time. Dim the lights in the room a little bit, then take a few photos without a flash. When you are taking a photo of a Game Boy, place it on a flat surface and take the shot using natural light (NO FLASH!). If you are using a game enhancement device to get your entry score, quit cheating and try again without it.

SUPER MARIO KART

Fastest time on the Rainbow Road.

Peter Kamberis Buffalo, IL	1:33.04
Adam Johnson Rialto, CA	1:33.47
Mike Sanfilippo Collingwood, ON	1:34.65
Gerard Pisano St-Adolphe-D'Howard, PQ	1:35.23
Adam Lemon Monterey, CA	1:35.69
Kevin Carrano Hamden, CT	1:36.52
Luke Sparks Champaign, IL	1:36.69

NOW Nintendo® PLAYING

Your Power Guide To The Latest Releases

MARCH 1995

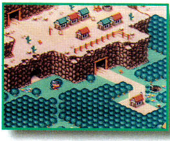
ARDY LIGHTFOOT

Super NES

Company.............Titus
Release Date.......March-April 1995
Memory Size.......8 Megabits

Ardy Lightfoot out-foxes the competition.

Ardy Lightfoot and Pec, his Kirby-like helper, set off on an adventure that leads him into danger throughout seven worlds. He must gather the pieces of the shattered Rainbow of Power and end Visconti's evil reign. The pieces are scattered between land and sea. Ardy uses Pec as a weapon. He also must puzzle through certain areas. The variety of platform action includes jumping on moving objects among other things. Learn about all of Ardy's moves in this month's review.



+ A fun platform game with lots of variety.

− The object oriented password is difficult to record.

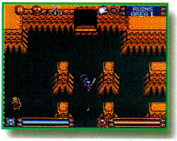
BRANDISH

Super NES

Company.............Koei
Release Date.......March 1995
Memory Size.......12 Megabits

Koei steps into the world of real-time action with this fantasy adventure.

You won't have to worry about rice and floods in this game from Koei, but you will have to worry about keeping your head attached to your shoulders. In Brandish, you play the role of a hero who falls into the underworld. Your goal is to climb back to civilization, but that will take you through countless dangers. Puzzles and traps litter the path while monsters stalk you through the endless mazes. If that sounds about par for the course, remember that this game isn't an RPG. You're in control of your character and his weapons from the moment you land in the Ruins. The adventure takes you through five large maze areas of the fallen land of Berimya.



+ A great game for patient players who like puzzles and maps. Battery backed memory. Lots of items, secrets and weapons.

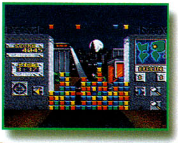
− Simple graphics. The overhead view consists of pathways with few variations. Don't expect the open map found in Zelda games.

BREAKTHRU

Super NES

Company.............Spectrum Holobyte
Release Date.......January 1995
Memory Size.......4 Megabits

Alexei "Tetris" Pajitnov puts his stamp of approval on another puzzler.



BreakThru for the Super NES is a sort of anti-Tetris. You begin with an area partially filled with blocks.

You must manipulate the blocks that appear at the top of the screen so as to match them to the existing blocks below and reduce the stack. There are variations of play and you can plug in your Super NES Mouse to use as a Controller.

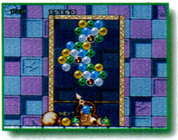
⊕ Simple to learn, but challenging.

⊖ Not as addictive or captivating as Tetris. Unremarkable sound and graphics.

BUST A MOVE

Company............Taito
Release Date.......March-April 1995
Memory Size.......4 Megabits

Combine your puzzle-solving skills and shooting skills with Bust A Move.



Taito's Bust A Move is another deceptively simple action puzzler that can capture players' hearts and imaginations. Patterns of colored bubbles slowly descend while you fire at them from below with a bubble cannon. When a bubble shot from the cannon connects with several bubbles of the same color, they fall. Eliminate all the bubbles and you can go on to the next, more challenging level. Power explores the intricacies of using Thunder Bubbles, Flame Bubbles and Wild Card Bubbles in this issue.

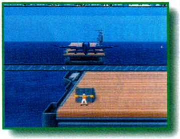
⊕ It's fun, and not as simple as it looks.

⊖ You can't always aim the cannon with precision.

CARRIER ACES

Company............Cybersoft
Release Date.......February 1995
Memory Size.......16 Megabits

Command and fly squadrons of carrier-based aircraft in WWII engagements, if you have the guts!



Carrier Aces puts you in command of Japanese or American forces in the Pacific campaign of World War II. You begin by choosing from one of seven real missions or six training missions. Next, you build a squadron from the planes available on your carrier. For the Americans, you have Hellfire and Wildcat fighters and Dauntless and Avenger bombers. The Japanese side has Zero fighters, D3A1 "Val" dive bombers and BSN "Kate" Torpedo Bombers. Once in the air, your squadron moves toward the enemy squadron. You'll choose which planes to use in a dogfight, then switch to the dogfight view--either inside the cockpit or behind the plane. Carrier Aces lets two pilots dog it out, or one player can challenge the computer. The flying views, as with many flight sims, are fairly simple and you spend most of your time trying to find the enemies rather than engaging them. Players used to modern armaments including air-to-air missiles will find many limitations to the 1940's fighters. Make sure you switch to your cockpit view when engaging the enemy. Otherwise you won't be able to see your shots.

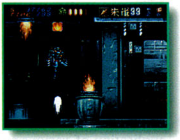
⊕ More strategic than most flight sims. Two-player combat. Historic missions. Good sound.

⊖ Dogfighting is tedious. Sprites don't always move appropriately.

HAGANE

Company............Hudson Soft
Release Date.......March-April 1995
Memory Size.......16 Megabits

Revenge, action and the ultimate challenge! Hagane!



The cyborg ninja of a Japanese clan is brought back from near death to exact revenge and save the world in Hudson Soft's new side-scroller. This action game looks and feels a lot like a Ninja Gaiden game, but it doesn't have as much variation as those classic NES titles. As Hagane, you use swords, whips and shuriken "throwing stars" to attack enemies. Defeat enemies to gain new weapon items and Power-Ups. You can earn 1-Ups to keep you going, but there is no save feature—and it's a bruiser.

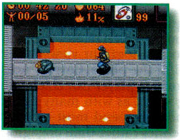
⊕ Very challenging. Good play control. Fans of this type of non-stop action game will eat it up.

⊖ It's pretty standard stuff and the graphics look like a good NES game.

THE IGNITION FACTOR

Company............Taito
Release Date.......March 1995
Memory Size.......8 Megabits

Some like it hot, and some like it scorching. If you've ever wanted to fight fires and become a hero, The Ignition Factor gives you a hot opportunity.



The Ignition Factor puts you in the midst of a fire-fighting team faced with realistic catastrophes. The action really heats up when you plunge into the heart of the blaze armed only with an ax and a tank of chemicals. In each of the scenarios, you'll have to race against the clock to save lives. Part of the challenge comes from choosing the right equipment and part comes from testing your quickness. The burning buildings are large, so you also have to remember where you've been and what you found in each location. Don't miss this month's backdraft primer.

⊕ Different. Fun. Good graphics, control, and game design.

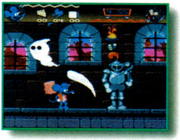
⊖ Game doesn't last long enough. Not enough scenarios.

THE ITCHY & SCRATCHY GAME

Company ....Acclaim
Release Date ....February 1995
Memory Size ....8 Megabits

Cat's and mice don't mix, but they do mix-it-up in this cartoon action game starring the two cameo stars from The Simpsons.

In this game, you control Itchy while the computer controls Scratchy. Each of you has a Life Meter. If Itchy depletes Scratchy's Life Meter—through the clever application of various attacks—then you get to move on to the next cartoon set. If Scratchy depletes Itchy's Meter, the game is over. Scratchy gets some help from an army of little Scratchlings, but Itchy can pick up items and weapons to help him tame the persistent puss.



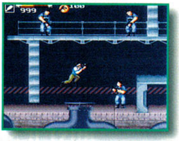
⊕ The Simpson's colorful style of graphics. An interesting mix of platform and fighting action.

⊖ Really awful play control. This should have been a two-player game.

JURASSIC PARK II: The Chaos Continues

Company ....Ocean
Release Date ....January 1995
Memory Size ....16 Megabits

Humans return to Isla Nublar to retake control of the island from the dinosaurs and to determine its fate.



The chaos continues in Jurassic Park when a team of paramilitary troopers is dropped on the island to retake control. One thing going for you is an awesome arsenal of weapons, which are conveniently at your disposal at all times. You can choose from one of six missions that involve toasting dinosaurs or trashing a task force from the Biosyn company that opposes you. Neither target will be easy to take out.

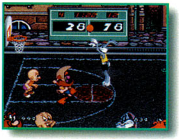
⊕ Challenging (due to the difficulty of defeating enemies). Good music and sound effects. Two-player option.

⊖ Unbalanced play. (Some basic enemies are virtually impossible to destroy while others are simple.) Weapons have little stopping power.

LOONEY TUNES B-BALL

Company ....Sunsoft
Release Date ....March 1995
Memory Size ....16 Megabits

Some have called it the wackiest sport in the world. Where NBA Jam doesn't dare dribble! Where no rabbit has gone before!



Sunsoft's wild Looney Tunes B-Ball is a slap in the face with a wet tuna and a boot in the seat of the pants to serious sports games, and that's where the fun comes in. Bugs and company can set the Wacky Meter, then head onto the basketball court where they slam. Bugs is joined by Daffy, Marvin the Martian, Sylvester, Yosemite Sam, Taz, Wile E. Coyote, and Elmer Fudd. Instead of getting On Fire, as in NBA Jam, the Tunes characters spend money to perform nutty stunts like throwing a cream pie at the opponent. Check out the review in this issue of Power.

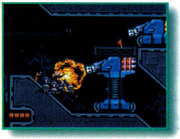
⊕ A different sort of sports game with fun characters and wacky moves. Fair play control and graphics. A fun game for up to four players.

⊖ Annoying sound track. Don't expect NBA Jam with toons.

METAL WARRIORS

Company ....Konami
Release Date ....March 1995
Memory Size ....16 Megabits

Futuristic combat never looked so cool, or so dangerous. Konami brings you the ultimate in battle-bots.



The Metal Warriors are huge battle robots with human pilots inside. You, of course, are one of the pilots. The game can be played in mission style or as a two-player duel of the century. The game was developed by Lucasarts and every aspect of play shows the quality that we've come to expect from both Lucasarts and Konami. In this month's review, you'll learn how to survive inside or outside your Metal Warrior.

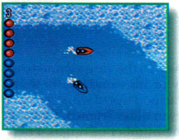
+ Excellent action and two-player fun. Cool sci-fi graphics. Excellent play control.

− Two-player split screen scrolling views can become confusing.

MICRO MACHINES

Company............**Ocean**
Release Date.......**January 1995**
Memory Size.......**4 Megabits**

The tiny racing machines make tracks wherever they can, including all over the house.



As popular as Micro Machines are as models, it is difficult to do a good job representing them on the screen. The idea is that you can race with the tiny vehicles, and you do, but the viewpoint is so removed that the cars become truly microscopic. The race courses are laid out in household settings, but the level of detail isn't high. On the other hand, the racing is simple and you don't have to be Michael Andretti to figure out the strategy. There's also a multi-player option that adds to the fun.

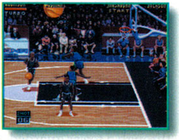
+ Simple and fun if you have a crowd of drivers.

− Tiny vehicles without much detail. Slow racing speeds. Awkward overhead view.

NBA JAM
Tournament Edition

Company............**Acclaim**
Release Date.......**January 1995**
Memory Size.......**4 Megabits**

New options, sharper graphics and smoother control make this the Jam of the Century!



Williams' and Acclaim teamed up once again to deliver an NBA Jam experience that rivals the arcades. This year's Tournament Edition closes the gap between the quarter crunchers and Super NES even further. Even better, Tournament Jam has more players, new celebrities and secret players, plus tons of secret cheat codes that you'll find right here in Nintendo Power. This month, turn to the feature review to get the NBA codes.

+ Excellent graphics and improved play control over the original NBA Jam. A battery backed-up memory saves records for up to 16 players. Extra players on team rosters. Awesome action for up to four players at a time. Eight stat categories. Good sound and voice.

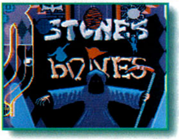
− Secret Players have no injuries or stats. Extended rosters accessible only after completing one full round.

PINBALL FANTASIES

Company............**GameTek**
Release Date.......**February 1995**
Memory Size.......**8 Megabits**

Pinball Dreams was just the beginning. Now, GameTek brings the fantasy home with the most pinball action in one Pak.

Pinball Fantasies takes off where Pinball Dreams ended--with fast pinball action in a variety of machines. Fantasies includes four different games, each with its own theme and special scoring opportunities and secrets. If you want a realistic pinball experience, look at Super Pinball from Nintendo. If you want variety, Pinball Fantasies may be your best bet. Up to eight players can pass the controller in the alternating mode.



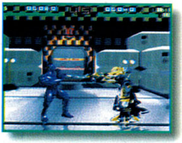
+ Four games with a variety of play possibilities.

− Simple graphics that aren't realistic.

RISE OF THE ROBOTS

Company............**Acclaim**
Release Date.......**January 1995**
Memory Size.......**32 Megabits**

Awesome graphics shine in this futuristic fighting tournament from across the Atlantic.



Although it is a tournament fighting game, the story of Rise of the Robots is a bit different and animation scenes move the story along between the battles. You are on a mission that requires you to fight through a tower guarded by lethal robots. The idea is great, and the graphics are perhaps second only to Donkey Kong Country for sophistication, but the game play is simplistic for a fighting game and play control is noticeably slow. Acclaim picked up this future fighter from Mirage Technologies in the United Kingdom after Absolute decided to drop it.

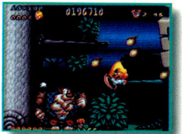
+ Great graphics.

− Poor play control.

SPEEDY GONZALEZ LOS GATOS BANDIDOS

Company............Sunsoft
Release Date.......March-April 1995
Memory Size.......8 Megabits

Wherever there is cheese in danger of spoiling, Speedy Gonzalez will be there to defend and eat it!



Sunsoft's series of Looney Tunes games continues with Speedy G. in his debut Super NES appearance. This Mexican mouse charges at high speed through multi-layered levels similar to those in Roadrunner's Death Valley Rally. Play control is much better, though, and you'll be able to scorch the paths. The idea is simple enough—rescuing Speedy's mouse pals from cages—but the areas are big enough to make each level interesting. If you can keep up the pace, check out the review in this issue of Power.

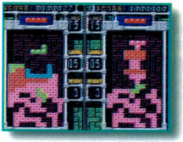
+ Good graphics and play control. Fun.

− Once you've memorized the locations of captive mice, the challenge is gone. Little replay value, except for increasing Speedy's speed.

TETRIS & DR. MARIO

Company............Nintendo
Release Date.......January 1995
Memory Size.......8 Megabits

What happens when you combine the two best action puzzlers of all time? Just what the doctor ordered.



Tetris & Dr. Mario combines the two popular puzzles and sets them side-by-side on a split screen for wild two-player action match-ups. Nintendo Power explores the strategies of mixing tetrads with vitamins on the Super NES in this month's review.

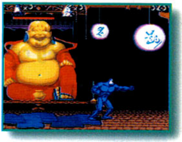
+ Great challenge and fun, especially as a two-player match.

− You probably already own these on another platform.

THE TICK

Company............Fox Interactive
Release Date.......December 1994
Memory Size.......16 Megabits

Who is this man in blue, this enigma with antennae, this hero of the silly and blundering? He is...The TICK!



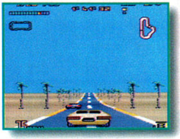
The Tick's instant celebrity this last year with a new Saturday morning cartoon show and a video game has left him scratching his head in wonder. Why, just the week before he had been just another comic book hero struggling to keep his weight down. In the video game from Fox, our hero meets many of his wonderfully weird enemies from the comic/cartoon world while gaining support from some of his even sillier friends. The puzzling part of this game is the number of ninjas. There are ninjas everywhere, and they aren't very good ninjas because you can see them and kick them once or twice to beat them. The best part of this game is the humor exhibited by some of the moves. The Tick's rooftop ballet is just one example. There's also a weird logic at play here. For instance, if the Tick stumbles and falls, he ends up in an alley below where he must fight some freakish guy with a chain saw or the like. Tick fans will enjoy parts of the game. Non-Tickies will yawn.

+ Humor, some interesting sub-stages. Spoon moves!

− Not very challenging. Enemies don't become increasingly difficult.

TOP GEAR 3000

Company............Kemco
Release Date.......February 1994
Memory Size.......8 Megabits



The Top Gear series leaps into the future with a new championship circuit in outer space.

This four-player racer contains a custom DSP to speed up graphics processing. The customization shop includes improvements for engines, tires, transmission, armor, boosters, and paint. The race courses move from planet to planet, but you don't have funky characters as in Rock 'N Roll Racing. You don't have the great sound track, either. What you do get is a multi-player racing game that moves. Steering is solid, although it doesn't feel like a real car. Your traction is a little too good, or maybe it's just that the other planets have greater gravity holding your car to the road. For more on this interstellar racer, check out the Take 2 feature in this issue.

⊕ Blazing speed. Easy controls. Multi-player option. 3-D terrain and jumps.

⊖ The challenge, like Top Gear 2, isn't that great.

HEAD TO HEAD

TITLE	POWER METER RATINGS				EDITOR PICKS	IDSA RATING	GAME TYPE
	G	P	C	T			
ARDY LIGHTFOOT	3.3	3.4	3.6	3.3		K-A	ACTION
BRANDISH	3.1	2.5	3.3	3.2		K-A	ADVENTURE
BREAKTHRU	3.0	3.3	3.2	3.2		K-A	PUZZLE
BUST A MOVE	3.1	3.4	3.3	3.2	☆★	K-A	PUZZLE
CARRIER ACES	3.4	2.9	3.4	3.3		K-A	AIR COMBAT
HAGANE	3.1	3.1	3.3	3.0		K-A	ACTION
THE IGNITION FACTOR	3.4	3.1	3.3	3.6	✯✪★	K-A	ADVENTURE
THE ITCHY & SCRATCHY GAME	3.1	2.9	2.4	2.7		K-A	ACTION
JURASSIC PARK 2	3.6	2.9	3.0	3.1		K-A	ACTION
LOONEY TUNES B-BALL	3.6	3.2	3.4	3.2		K-A	BASKETBALL
METAL WARRIORS	3.5	3.2	3.5	3.3	✳☆✪	K-A	ACTION
MICRO MACHINES	2.9	3.1	2.9	2.9		K-A	RACING
NBA JAM TOURNAMENT EDITION	3.8	3.8	3.8	3.5	✳✯☆✪	K-A	BASKETBALL
PINBALL FANTASIES	2.9	3.3	2.9	2.6		K-A	PINBALL
RISE OF THE ROBOTS	3.9	2.9	2.8	3.2		K-A	FIGHTING
SPEEDY GONZALES	3.4	3.4	3.0	3.0		K-A	ACTION
TETRIS & DR. MARIO	3.1	3.8	3.8	3.6	✳✯✪☆★	K-A	PUZZLE
THE TICK	3.0	3.0	2.6	2.8		K-A	ACTION
TOP GEAR 3000	3.2	3.4	3.2	3.1	✯	K-A	RACING

ICON KEY

1-PLAYER MODE
2-PLAYER MODE
2-PLAYER SIMUL.
4-PLAYER MODE
PASS WORD
BATTERY BACK-UP
GAME LINK
SUPER GAME BOY
SUPER FX
SUPER MOUSE
MULTI-PLAYER ADAPTER
SUPER SCOPE

Editors If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

✪ **Scott**....Sports, Simulations, Adventures
★ **Leslie**....RPGs Puzzles, Adventures
☆ **Jeff**......Action, Sports, Fighting
✯ **Jon**.......Fighting, Simulations, RPGs
✳ **Dan**.......Action, Adventures, Puzzles

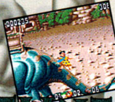
IDSA Ratings:

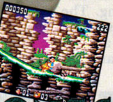
These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult(18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

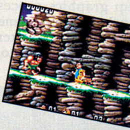
PAK WATCH

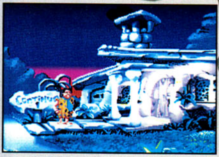
THE *INSIDE* SOURCE ON FUTURE GAMES

ROCK WITH THE FLINTSTONES



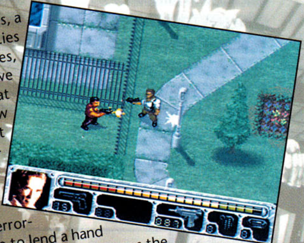


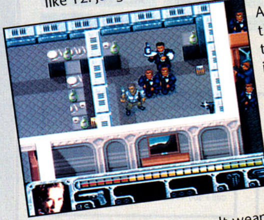




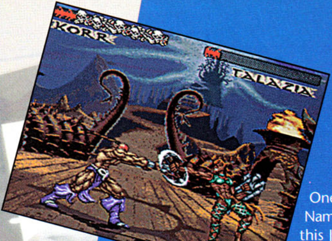
The Flintstones for Super NES is going to surprise a lot of players. It's come a long ways since last summer's CES when it was a rough experiment. John Goodman's face appears on the character of Fred Flintstone and that's about as far as the movie connection goes, thanks to some good judgment by the producers at Ocean. Fred's challenge here is like most video game hero challenges—he must work his way through multiple stages filled with baddies. The tools that Fred uses make this game interesting. Don't try the Mario stomp. That'll send you back to the beginning. Instead, Fred's arsenal includes a stone bowling ball, rocks for throwing, and a big club. There are also weird machines powered by animals, just like in the cartoon. Expect a challenge, but also expect some surprises when The Flintstones appears this spring. One surprise will be that Ocean plans to package the game along with the movie video. The combo price of game and video is expected to be fairly low. Check it out.

TRUE LIES





Arnold Schwarzenegger returns to the Super NES in Acclaim's True Lies, a 16-megabit game based on the recent action film. What makes True Lies stand out in comparison to some other games based on Arnold's movies, like T2: Judgment Day, is that this one is pretty good. The first time we saw the game, even the designers at Acclaim were concerned about how the final product would play, but they put in the time to make it a solid game. Breaking out of the side-scrolling overhead view was the first good choice. Including secret areas, tasks, civilians as well as terrorists in the shooting gallery and Gib to lend a hand were all good additional moves. The plot is the same as the movie's. Terrorists threaten the U.S. with nuclear destruction while the Big A chases after them all over the world with an endless supply of assault weapons and ammo. It's fun, there are passwords, and it's coming soon—probably next month. Look for it.



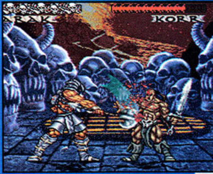
PAK WATCH EXCLUSIVE

BEHIND THE SCENE

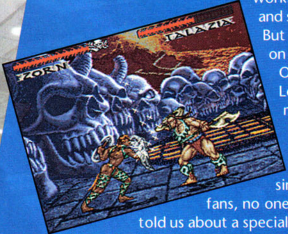
WEAPON LORD

NAMCO

One of the surprise hits at C.E.S. was a hack and slash fighter from Namco called Weapon Lord, scheduled for its Super NES release this June. Each of the seven characters in Weapon Lord is armed with a sword or some exotic weapon. As you might imagine, the damage that they wreak with their two-fisted swipes is bloody and violent. This isn't a game you'd want to play after a big meal. On the other hand, Weapon Lord contains tons of new moves (10 per character) with cool animations. Slight variations in combos, counters and finishing moves can lead to new animations so that even veteran Weapon Lords will find new ways to win.



To get inside the game, we talked to Producer and weapons system designer, James Goddard, at Namco. James told us that he set out wanting to create the best fighting game possible. "We wanted to see what was possible to do on the Super NES," recalled James. "We wanted to push it to the limit. Now, I'm proud to say that we've done even more." The development team achieved its goals with an amazingly small staff. Along with James and David Winstead at Namco, the team was co-headed by Steve Chiang (lead programmer) and Alvin Cardona (lead artist) at Visual Concepts. For the last year and a half they've been working to create a barbarian world complete with characters and stories that breathe life into the Weapon Lord tournament. But the most important job, according to James, was to focus on the game control and balance.



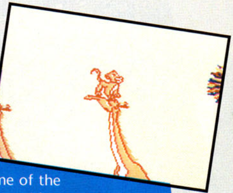
One of the elements that James really pumped in Weapon Lord was the counter-move. "Not only can you block any move that an opponent throws at you," James explained, "you can also counter it with an aggressive move that will strike a blow against the attacker. You have to be able to win with any fighter to be competitive and since all of us who are working on the game are fight fans, no one wants the others to have an advantage." James also told us about a special feature that will be accessible by a secret password. "There's going to be an Expert Training password. You'll be able to practice combos with any character and the computer enemy will use block moves and counters." With a few weeks left to finish up development, the team isn't getting much sleep, but it's already looking to the future. James wants to create the best multi-player games possible. "You have to give players enough to leave them thinking about the game and planning what they'll do next time," said James. "Games like that last not for weeks, but for months. That's what I hope people get from my games." We hope so, too.

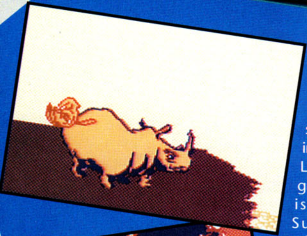
PAK WATCH

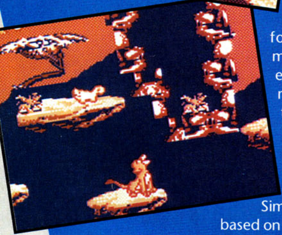
EXCLUSIVE

BEHIND THE SCENE

THE LION KING





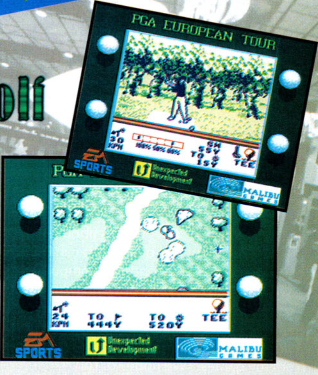


The Super NES version of The Lion King had some of the best animation ever to appear in a video game. Virgin's development group at Westwood Studios worked closely with Disney artists who created the frame-by-frame animation for the game. Now, that same animation has been used in the Game Boy version of The Lion King and it looks great, too. Although it isn't designed with Super Game Boy palettes or borders, we found that a little experimentation results in an excellent Super Game Boy match. In the game, as in the movie, Simba grows from cubhood to be the king of the beasts. He begins prancing about in the Pridelands, having to learn his lionly skills of roaring and pouncing. But as he grows older, Simba must fight increasingly difficult opponents. The stages are based on those in the Super NES version, but there are differences in the map layouts. Expect challenges and great animation from this game when it appears in several months.

little big roar

virgin interactive

PGA Euro Golf



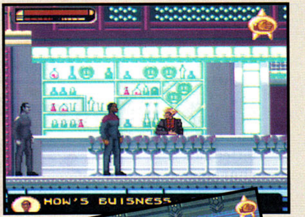
Malibu/T*HQ has scored on another EA Sports license for Super Game Boy with PGA European Tour. Golfers will appreciate the completeness of this game. It includes four courses—two in Great Britain, one in Switzerland and one in Spain. One or two players can hit the links. You can play the European Tour or you can practice on a course or a given hole. The play mechanics also hold up well in comparison to other computer golf games. The swing meter is a simple bar meter. You can also set draw and fade power to control the ball. Putting is a bit tricky, but practice helps. There's also an Instant Replay feature. Malibu has packed a lot of game into this Pak and you can pack it away this spring when it is released, probably in May.

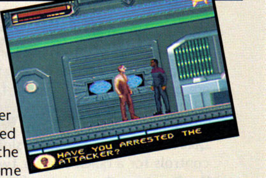
T*HQ

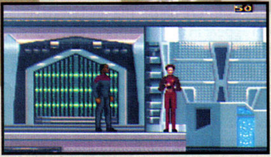
PLAY MATES

Star Trek: Deep Space 9

The first playable version of Star Trek: Deep Space 9—Crossroads of Time arrived at Pak Watch after a long trip from its home in Hungary. The development team at Novotrade may be out of the mainstream of the computer world, but DS9 holds surprising promise. The player controls Cmdr. Sisko aboard the space station. He wanders freely within DS9, speaking to Federation crew and other inhabitants and piecing together puzzles. He also has the ability to use phasers and other tools. What is most impressive about the 70% version we plugged into our Super NES, though, was that it captured the spirit of the license very well. The video game Trek record is full of unkept promises and a few shining successes. We'll report back on the final about the time of its release in a few months.

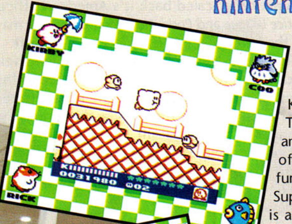

HOW'S BUISNESS


HAVE YOU ARRESTED THE ATTACKER?

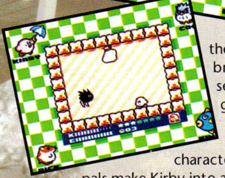


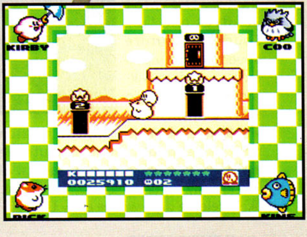
nintendo

Kirby's Dream Land 2



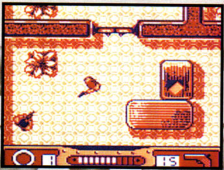
Kirby's Dream Land 2 moves closer to completion every month. The latest version received at Pak Watch includes four worlds and many of the major elements of the game. This looks like one of the best Super Game Boy titles to date. The game is equally fun to play on Game Boy or in color on the Super NES with your Super Game Boy. As you can see from the screen shots, the variety is also impressive. One of the great features of previous Kirby games has been the excellent play control, and Kirby 2 is no exception. In addition to that, there are so many bonus areas and branching paths that the game seems bigger than most Super NES games. Kirby's new animal friends—Rick, Kine and Coo—must be rescued from mini-boss characters before you can use them. The pals make Kirby into a sort of Super Kirby. You can still power-up with special items, although the attack will be a bit different, and the three friends also give you double shots and more life. Best of all, it is fun. So the big question is, when can you play it? The answer is this summer.





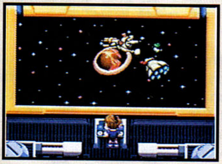
INSIDER UPDATE

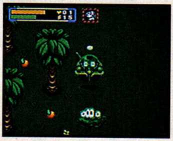
MORE LIES



True Lies will also appear in a Game Boy version in April or May. The game play and maps are almost identical to the Super NES game. The biggest difference is that there aren't quite as many civilians to get in the way of your bullets. Each area is built around fulfilling a mission to help stop the nuclear terrorists. There are passwords, several types of guns to collect and limited ammo and health power-ups. **Acclaim** also sent Pak Watch its Game Boy version of *NFL Quarterback Club 2*. This version features easy controls for a quick one- or two-player game. Don't expect the variety of the Super NES QB Club. Still, the game can keep you entertained while you're on the road. When **JVC** and **Lucasarts** team up, good things usually follow.

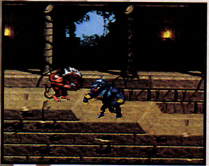
BIG SKIES





The latest news out of the JVC bullpen is that Lucasarts is heavily into development on *Big Sky Trooper*. No, this isn't about Montana rangers. The game is a comic book-based Zelda-like sci-fi game. Hal Barwood, one of the creative minds behind the Monkey Island games, heads up the design team for this 8-megabit, battery-backed game. The plot involves one Jack Spudtop, a future couch potato video jockey who is unwillingly drafted into service against the vile Slug Lord. With a star cruiser, atomic cannon, rocket boots and a computerized FIDO assistant, Jack explores 100 planets. Although JVC initially reported a June '95 release, a more likely release date will be early this fall.

DIDDY NEWS



Now that you've had a chance to get to know Donkey Kong's little buddy, Diddy, get ready for Diddy's starring role in next fall's sequel to *Donkey Kong Country*. **Rare Ltd.** is already hard at work creating the second in the series of the most phenomenal game in history. All that we can report at this time is that it will be more fun than a barrel full of monkeys.

What's the biggest question on the minds of fight fans? Well, here's the answer. *Mortal Kombat III* is on the way from **Williams Entertainment**. In spite of all the rumors surrounding this future game, the final word is that MK III will appear in the late spring, early summer for the arcades. The Super NES and Nintendo Ultra 64 versions will follow on this fall, about six months after the arcade release.

Here's a real shocker. **Sunsoft**, the company that brought you some of the most innovative Super NES games like *Bugs Bunny Rabbit Rampage*, *Taz-mania* and *Roadrunner's Death Valley Rally* has dramatically scaled back it's American office. *Justice League* and *Porky Pig's Haunted Holiday* may be the final Super NES products from Sunsoft.

The folks at **Acclaim** can't conceal their excitement over *Batman Forever*. Although the game wasn't shown at WCES, we expect to see it in an early form at the E3 show this spring. The game will feature eight levels of digitized action, two-player interaction, and a training mode in which Batman can challenge Robin in the Batcave.

Ocean of America has also invested heavily in high-tech authoring systems and tools recently. Their earliest efforts are shown here in these rendered scenes from *Lobo*. The game art will be created using SGI computers and Alias software, then reduced to fit the Super NES palette in much the same way that Donkey Kong Country was created. Ocean hasn't confirmed what their first NU 64 title will be, but they are hoping to make a game based on the upcoming movie Waterworld for both the new system and the Super NES.

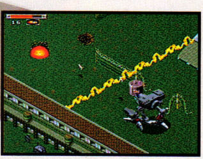
The hits just keep on coming from **Acclaim** where Frank Thomas has signed on the line for Acclaim's upcoming hardball release, *Big Hurt Baseball with Frank Thomas*. The game also includes the MLBPA license, which may make it the most realistic game in town. Acclaim also plans to release *Judge Dredd* this summer. Another arcade hit, *Revolution X* starring Aerosmith, is scheduled for its Super NES debut this fall. Featuring a rock soundtrack and an almost constant stream of lead, Revolution X could be a great conversion.

SHORT AND SWEET

Although **Virgin Interactive** is waiting for the NU 64, it is planning one 16-bit title for the fall, *Cool Spot III*. For Game Boy, *Aladdin* will follow *The Lion King* by a month or two this summer.

Tecmo has a few more 16-bit titles up its sleeve, too. *Tecmo NHL Hockey* has been rescheduled for release next fall. There's also a second NBA Basketball title in the future. Closer at hand is a Super NES RPG that is due for release this spring. So far, that game doesn't have an official name. When asked about the possibility of a Super NES Ninja Gaiden, Tecmo said not to count it out. That's one we'd love to see.

Sony Imagesoft announced the development of *Spawn* for the Super NES, based on the comic book series from Todd McFarlane. **Playmates** has already got the guys down at **Shiny** working on *Earthworm Jim 2*. When the game ships next fall, you'll also be able to catch Jim on the tube in his own cartoon series.



To round things out, we've included a shot of **Activision**'s upcoming Battletech game. Unlike MechWarrior, *Battletech* concentrates on the action side of fighting with mech units. There's also a two-player version in which you can team up to blast enemy mechs.

RELEASE FORECAST

Super NES

Air Cavalry	Spring '95
Baseball Simulator 1.000 2	Spring '95
Big Sky Trooper	Fall '95
Boogerman	Spring '95
Brandish	Winter '95
Civilization	Summer '95
Comanche	Summer '95
Deep Space Nine	Spring '95
EarthBound	Summer '95
End 2 End	Spring '95
FireTeam Rogue	Spring '95
The Flintstones	Spring '95
Future Zone	Summer '95
The Ignition Factor	Winter '95
Justice League	Spring '95
Knights of Justice	Spring '95
Metal Warriors	Spring '95
NCAA Final Four Basketball	Winter '95
OgreBattle	Winter '95
Porky Pig: Haunted Holiday	Spring '95
Power Instinct	Winter '95
Rise of the Phoenix	Winter '95
Spider-Man: The Animated Series	Spring '95
Star Fox II	Summer '95
StarGate	Spring '95
True Lies	Spring '95
Warlock	Spring '95
Weapon Lord	Spring '95

Game BOY

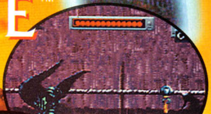
Aladdin	Summer '95
Donkey Kong Land	Summer '95
FIFA Soccer	Winter '95
Kirby's Dream Land 2	Summer '95
The Lion King	Summer '95
Monster Truck Rally	Winter '95
Pac Attack	Winter '95
Pac In Time	Winter '95
PGA European Tour	Spring '95

Spider-Man: The Animated Series

Addams Family Values

Acclaim brings the hit movie StarGate to the Super NES, and Nintendo Power has all the details next month. This strategy packed review will get you safely past the most perilous situations that Ra and his gang present. Don't worry. When you've got Nintendo Power on your side, you can't lose!

STARGATE™



RA'S PRISONER.
HELD BELOW

COMING NEXT ISSUE

APRIL 1995 VOLUME 71

The Sports Scene

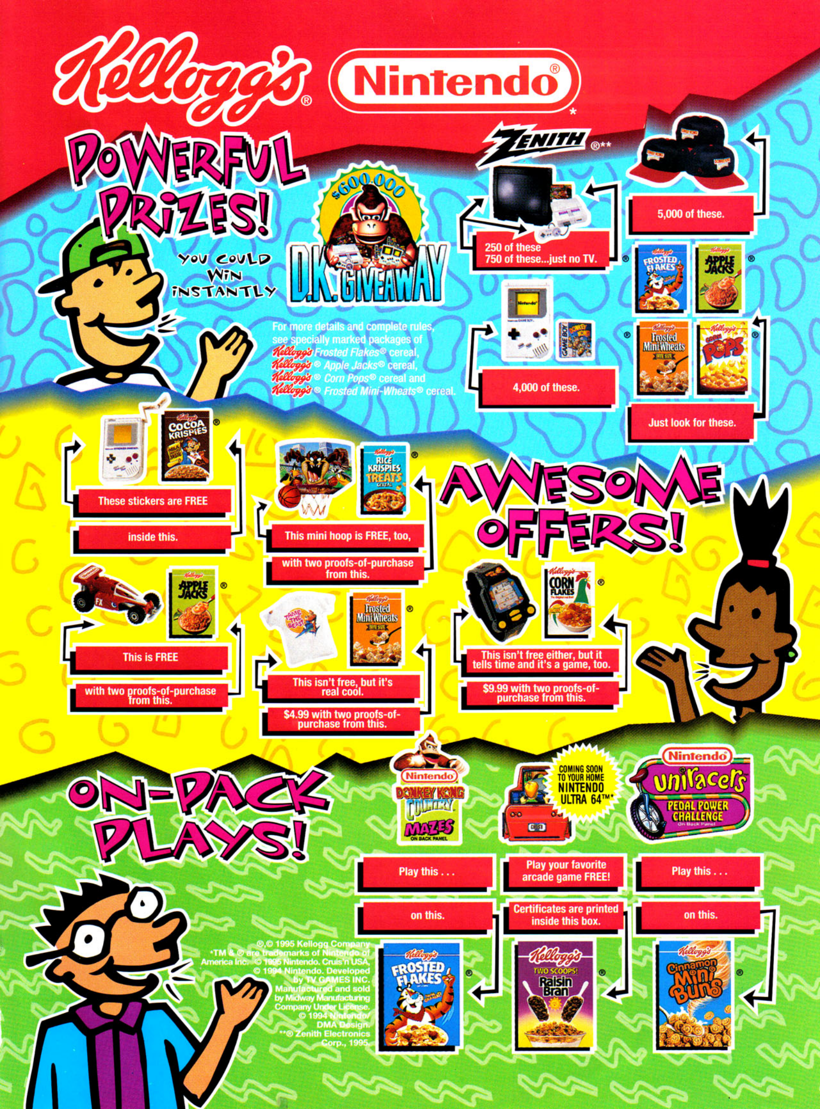
Epic Center

April's Epic Center covers Enix's new strategy/role-playing game, Ogre Battle. You'll also get a behind-the-scenes look at Square's newest adventure, Secret of Evermore. If you're an RPG fan, you won't want to miss this one!

NU 64 Update

Nintendo
ULTRA
64

Catch the latest info about the Nintendo Ultra 64. Who's working on software? How about hardware? Tune in next month for answers to these questions and more. Nintendo Power is the insider source for all the latest NU64 info!



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Super Nintendo
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